



The Times Winning Moves

Raymond Keene

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A BATSFORD CHESS BOOK

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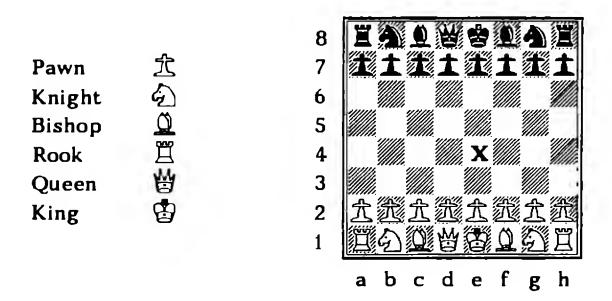
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Notation

The moves contained in this book are given in what is known as 'Figurine Algebraic Notation'. This somewhat complicated sounding term actually describes a very simple way of writing down the moves. Readers familiar with the system can jump ahead to the positions themselves, but those who are comparatively new to the game or who have only learned the older English Descriptive notation will find what follows helpful. It is assumed that the reader knows how to play chess.

Each piece is represented by a symbol, called a 'Figurine', as follows:



The squares on the chessboard are described by a letter and a number (see diagram). For instance the square marked with a cross is called 'e4'. To write down a move, first of all a figurine is given, followed by the square to which that piece moves. Thus in the diagram, '1 \$\alpha\$f3' means that on White's first move he has moved his knight from g1 to f3. Occasionally, more than one similar piece can go to a given square. In such cases, information is also given about the departure square, e.g. '8 \mathbb{H}\ad1' indicates that the white rook standing on the a-file (at a1) moves to d1.

Pawn moves omit the figurine. '1 ... d5' therefore means that Black moves the pawn on d7 to d5. The three dots indicate that this was a move by Black.

Captures are indicated by a 'x' symbol; for instance '17 Oxg7' indicates that White captured something on g7 with a bishop on move 17.

Castling on the kingside is indicated by 0-0, and on the queenside by 0-0-0.

En passant pawn captures are given as though the captured pawn had moved only one square. For instance, if Black moves a pawn from f7 - f5, next to a white pawn at g5, which then captures the f-pawn, the move is given as 'gxf6', i.e. exactly as if Black had moved the f-pawn to f6 instead of f5.

Various other symbols are used:

- + Check
- ! Strong move
- !! Brilliant move
- ? Bad move
- ?? Blunder
- !? Interesting move
- ?! Dubious move

Other, more abstruse, symbols are used in many chess books, but not here.

Introduction

This book is based on the Winning Move puzzles which appear every day in The Times, and for which every week three chess computers are offered as prizes for correct solutions. The positions may simply be enjoyed for the intellectual challenge that they offer, but they may also serve as a tool for sharpening the tactical ability of the reader, thus improving his or her ability to spot winning moves in actual play. Finally, the puzzles in this book have been so constructed so as to offer the reader a progressive grading system both for each chapter and for the book as a whole. Every position offers points to be scored depending on the speed of solving the problem ranging from five to one. At the end of each chapter the reader will be offered the opportunity to add up the points scored and assess his or her level of strength. It is to be hoped that this level will improve as the reader becomes more experienced by delving further into the book. By adding up the points scored in each chapter and consulting the final table at the end of this book the reader will gain a good overall perspective of the general playing standard attained. The points scored indicate level of strength in category of player (grandmaster, master, expert etc) and also give a parallel indication in international and British rating figures.

The Times Winning Move puzzle has helped The Times to gain the largest circulation of readers amongst chess-players. Each year Lloyds Bank issues a prize chess puzzle which they request all papers with chess columns to

Introduction

publish. The reader response rate for this is widely accepted as the most accurate barometer of which newspapers are being most popularly read for chess. In 1990 Lloyds Bank officials who run the competition announced that The Times had won the award for the greatest reader response. Not only was the number of The Times readers that replied to what was, in fact, an extremely difficult chess puzzle, an absolute record in the entire history of the competition, the response from The Times readers also exceeded the total number of entries combined from The Independent, The Daily Telegraph, The Sunday Times. The Financial Times and the now sadly defunct Sunday Correspondent. The top scores in descending order were:

Publication R		Reader Response
1	The Times	545
2	Mail on Sunday	395
3	The Guardian	296
4	The Daily Telegraph	222
5	The Evening Standard	96
6	The Sunday Times	82
7	The Financial Times	80
8	The Independent	72
9	The Sunday Corresponder	nt 54

Good luck with the solving.

Raymond Keene.

Scoring System

If readers wish to keep a record of their ability to solve the positions, they should score as follows:

A correct solution in one minute or less:

A correct solution in two to five minutes:

4 points

5 points

6 correct solution in six to ten minutes:

7 A correct solution in eleven to twenty minutes:

8 points

9 points

9 points

1 points

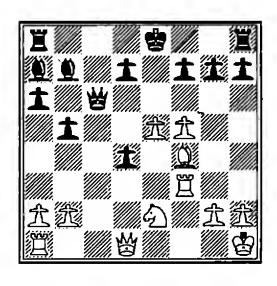
Grandmaster

Totals for each chapter:

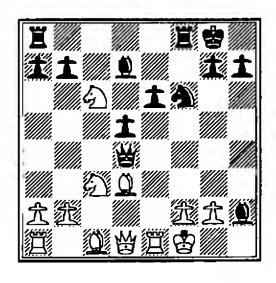
100 points

90+ points	international Master
80+ points	Master
70+ points	Expert
60+ points	Strong County Player
50+ points	League Player
40+ points	Club Player
30+ points	Enthusiastic Amateur
20+ points	Social Player
less than 20 points	Read The Times every day for
•	regular practice.

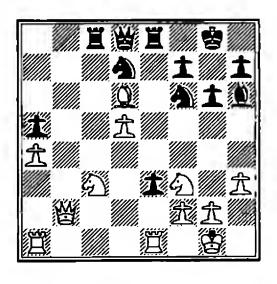
A scorechart is supplied on pages 106 - 111 for readers to record their scores.



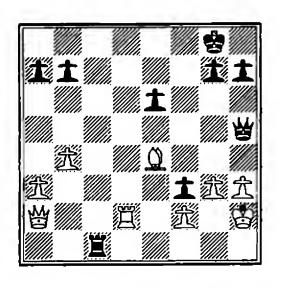
1) This position occurred in the game Nemet - Klinger, Biel 1989. Black to play. What is his winning move?



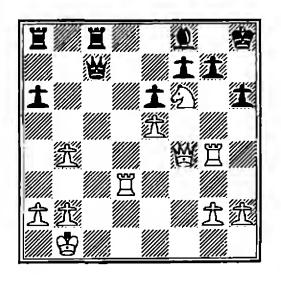
2) In this position from the game Majzik - Szellosi, Budapest 1989, Black to play wins.



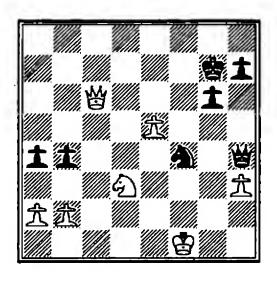
3) In this position, from the game Zsu. Polgar – Arnason, Budapest 1989, what is Black's winning move?



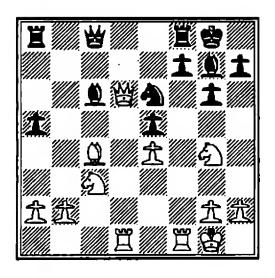
4) This is a variation from the game Sher - Smagin, from the Foreign & Colonial Hastings Masters 1990. What is Black's winning move?



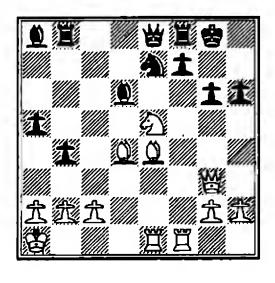
5) This position is a variation from the game Konci - Golombek, Varna Olympiad 1962 How can White take advantage of his aggressive position on the kingside?



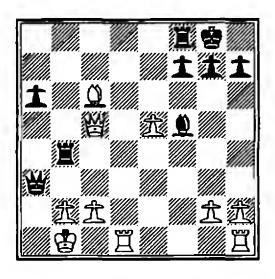
6) This position is from the game Farago - Conquest, Foreign & Colonial Hastings Masters 1990. White to play wins.



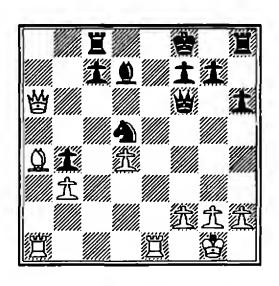
7) In this position from the game Kaidanov - Lane, Foreign & Colonial Hastings Masters 1990, how does White force a decisive gain of material?



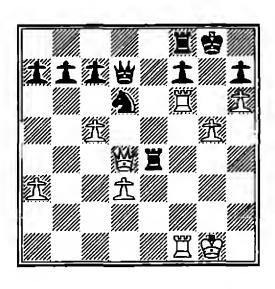
8) This position is from the game Gallagher - Sher, Foreign & Colonial Hastings Masters 1990.
Can you see how White broke down the black defences?



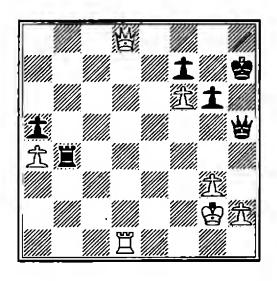
9) This position is from Westerinen - Loikkanen, Finnish Championship 1963. Black has terrible threats on the queenside, but it is White's move. How can he get in first?



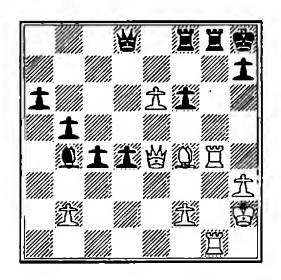
10) This position is taken from the game Friedrich – Bantleon, Hanover 1967. White could recapture a piece with 1 \(\Omega\)xd7, but he has something much stronger. Can you find it?



11) Michael Basman is one of England's most creative International Masters, well-known for his liking of un-orthodox opening systems. In this position from the game Basman - Balshan, played in Israel 1981, how did White force a quick win?

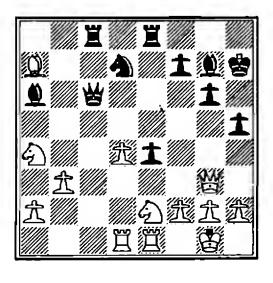


12) This position is from the game Zeck - Travin, Lenin-grad 1933. How does Black win? There are two possible solutions to this position. Can you spot them both?

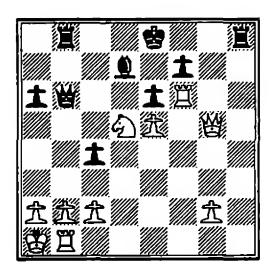


13) Grandmaster Daniel King, of Richmond, had an excellent result in the 1989 Grandmasters Association Open.

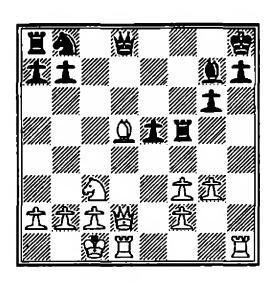
In this position from the game King - Krasenkov, can you see how he won quickly?



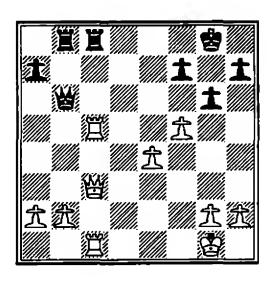
14) Gata Kamsky was one of the USSR's most promising young players until his defection to the USA. In the 1989 Palma de Mallorca tournament he finished equal second, ahead of a number of World class players. In this position from Milos -Kamsky he spotted a chance. to win. How did he continue?



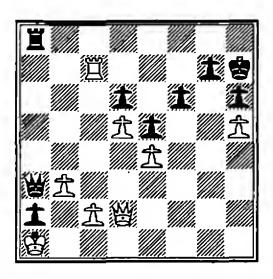
15) This problem is a possible variation from the game Speelman - Cardon, Brussels 1990. In this position, White has just injudiciously captured a black pawn on d5 with his knight. How can Black exploit this lapse?



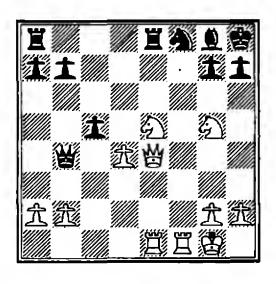
16) This position is from a game where I played White against the Novag Super VIP chess computer. How does White win quickly?



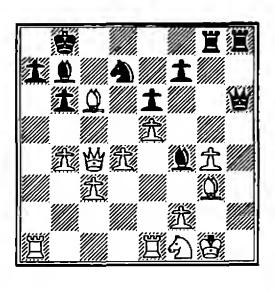
17) This position is taken from the game Donner – Hubner, Busum 1968. White is two pawns up, but his rook is pinned. How can Black exploit this?



18) This problem is from the game Lungwitz - Lohsse, Volklingen 1970. Can you see how Black can win immediately?



19) This position is taken from the game Carlsson - Eberlein, Biel 1979. White to play and win.

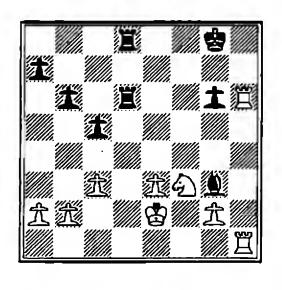


20) This problem is from the game Troyanska - Jovanovic, Oberhausen 1966. Can you see how Black wins immediately?

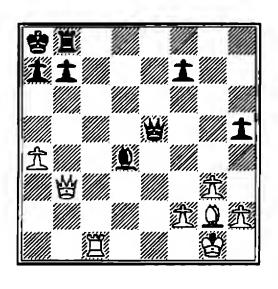
Solutions

- 1) 1 ... ★xf3! 2 gxf3 <u>0</u>xf3+ 3 **3**g1 d3+ 4 **3**f1 dxe2+ winn-ing the white queen.
- 2) 1 ... 曾xf2+! 2 图xf2 ②g4+ 3 图e2 置f2 mate.
- 3) 1 ... 質xc3! 2 對xc3 今e4 wins material.
- 4) 1 ... 質h1+! 2 🖨 x h1 🖶 x h3+ 3 🖶 g1 🖶 g2 mate.
- 5) 1 数xh6+! gxh6 2 置g8 mate.
- 6) White wins material with 1世f6+世xf6 2 exf6+登xf6 3 分xf4.
- 7) 1 買xf7! 買xf7 2 ①xe6 forces a decisive gain of material. If 1 ... 由xf7, 2 ①xe6+始xe6 3 買f1+ wins.
- 8) 1 9 g 4! is decisive, e.g. 1 ... 0 x g 3 2 9 f 6+ 18 3 9 x e 8+.
- 9) 1 🛱 xf8+! 🖨 xf8 2 🗒 d8+ 🕏 e7 3 🗒 e8 mate.
- 10) 1 ₩xc8+! <u>0</u>xc8 2 <u>H</u>e8 mate.
- 11) White forces a quick checkmate with 1 \mathbb{\mathbb{H}}g6+! fxg6 2 \mathbb{\mathbb{H}}h8+! \mathbb{\mathbb{H}}xh8 3 \mathbb{\mathbb{H}}xf8 mate.
- 12) 1 ... 營e2+ (1 ... 買b2+ 2 買d2 營d1! is also decisive) 2 登h3 (if 2 登g1 or 2 登h1, 2 ... 買b2 mates) 2 ... 買h4+! and now either 3 gxh4 營f3 mate or 3 登xh4 營h5 mate.
- 13) 1 對xh7+! 對xh7 2 買h4 mate.
- 15) 1 ... ★xb2+! 2 Дxb2 Дh1+ mating.
- 16) 1 🗒 xh7+! 🖨 xh7 2 🗒 h1+ 🖺 h5 3 🗒 xh5+ gxh5 4 💆 e4+ win-ning the black queen.
- 17) 1 ... 買xc5 2 對xc5 買c8! 3 對xb6 買xc1+ and 4 ... axb6.
- 18) 1 ... 🕁b2+! 2 🕏 xb2 a1(營) mate.
- 19) 1 買xf8! 買xf8 2 分g6+ hxg6 3 對h4+
- 20) 1 ... 始h1+! 2 ①xh1 買xh1 mate.

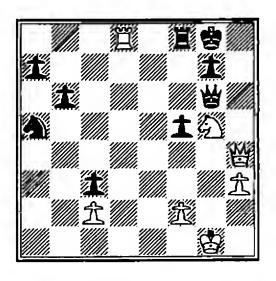
Now turn to page 106 to mark down your scores.



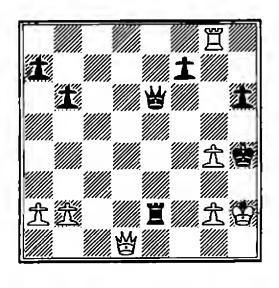
21) This position is from the game Forbes - Milligan, Blackpool Women's Zonal 1990. How can White conclude the struggle immediately?



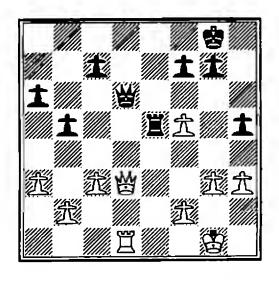
22) This position is from the game Geller - Howell, IBM/VISA Open, Reykjavik 1990. White to play and win.



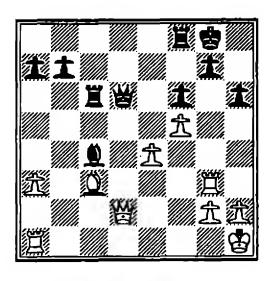
23) This problem is from the game Ivanov - Dimitro, Sofia 1957. White to play and win.



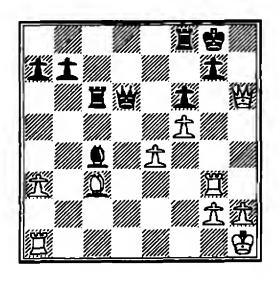
24) This problem is from the game Stahlberg - Becker, Buenos Aires 1944. Can you see how White forces an immediate win?



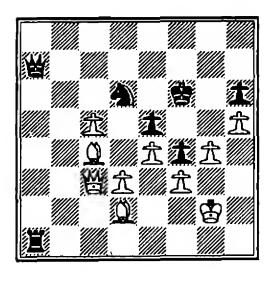
25) This position is from the game Catalan - Tatai, Dubai 1984. How does Black win with the help of a standard tactical motif?



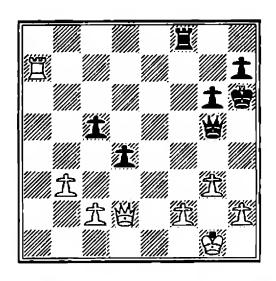
26) This position is from the game David Taylor - Arthur Freeman, Athenaeum Club Championship 1990. Here White played 1 \subseteq xh6. What was the opportunity to win material that this move overlooked?



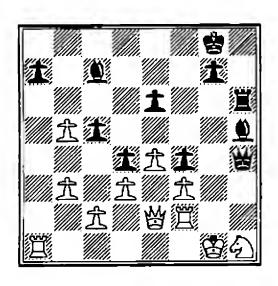
27) This position occurred later in the same game, the decider of the 1990 Championship. How did Black ensure himself of the title from this position?



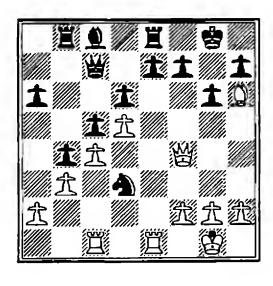
28) This position is from the game Bird - Gunsberg, Lon-don 1887. White to play and win.



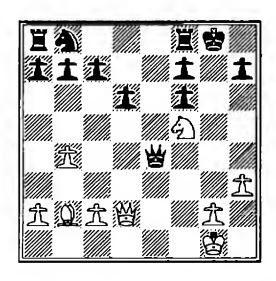
29) This position is a possible variation from the game Kumaran - Kennedy, The Times British Schools Championship Semi-Final 1990. How can White immediately conclude the game?



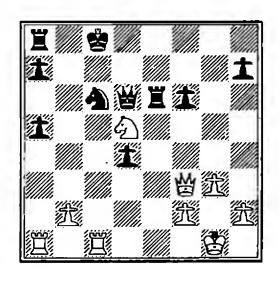
30) This problem is from the game King - Keene, London 1982. How can Black finish the game immediately?



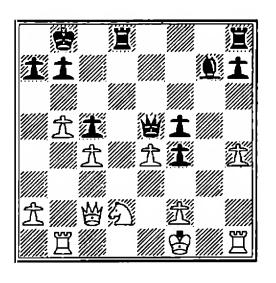
31) This position is from the game Karstens - Ulbrich, Swinemunde 1932. Can you spot White's immediate win?



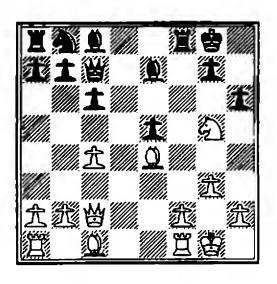
32) This position is from the game Hartlaub - Wahle, Bremen 1923. White to play and win.



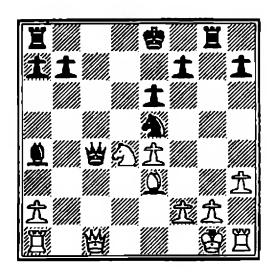
33) This problem is from the game Capablanca - Graham, Newcastle 1919. How can White finish the game immediately?



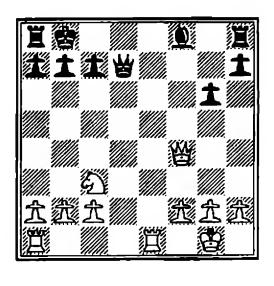
34) This position is from the game Marovic - Piasetski, Toronto 1990. In this position, Black found a clever way to win material. Can you spot it?



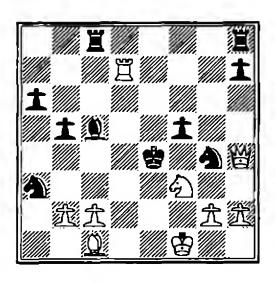
35) This position is from the game Razmyslovic - Fisman, USSR 1978. Can you spot White's immediate win?



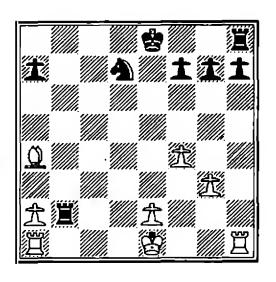
36) This position is from the game Subaric - Trifunovic, Yugoslavia 1947. How can Black do better than exchanging queens?



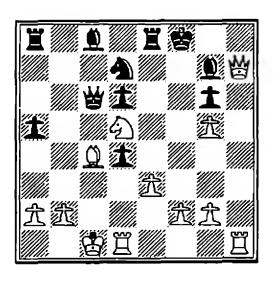
37) This problem is from the game Olland - Leussen, Utrecht 1902. How can White exploit the vulnerability of the black back rank to finish the game immediately?



38) This position is from the game Wade - Shoebridge, Australia 1945. White is winning easily on material, but can administer an immediate winning combination. Can you see it?



39) This position is from the game Jagielski - Kohler, Munich 1952. How does White win material with a neat trick?

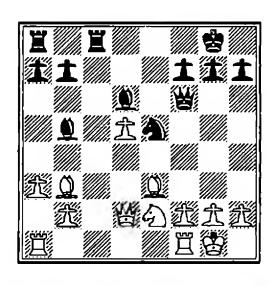


40) This position is from the game Ekstrom - Bergmann, Sweden 1949. White has a tremendous attack, but his bishop is pinned. How does he continue?

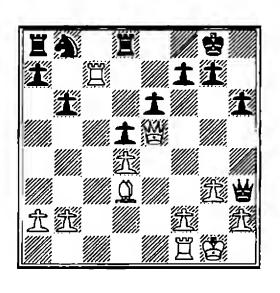
Solutions

- 21) 1 \mathbb{I} 6h3! traps the black bishop.
- 22) 1 <u>O</u>xb7+! <u>E</u>xb7 2 <u>E</u>c8+ <u>E</u>b8 3 **台**f3+ mating.
- 23) 1 **始**h8+! **贵**xh8 2 **買**xf8 mate.
- 24) 1 ₩e1+! \(\mathbb{Z}\) xe1 2 g3 mate.
- 25) 1 ... **\mexicon** e1+! wins material.
- 26) 1 \(\mathbb{B}\) xd6 2 \(\tilde{D}\)b4 skewers the rooks and thus wins material
- 27) 1 ... **台**xg3! 2 hxg3 gxh6.
- 29) White wins the black queen with 1 置xh7+! 费xh7 2 世xg5.
- 30) 1 ... 曾xh1+! 2 雷xh1 ①xf3++ 3 雷g1 買h1 mate.
- 31) 1 份f6! (threatening 2 份g7 mate) 1 ... exf6 2 置xe8 mate.
- 32) 1世g5+! fxg5 2 分h6 mate.
- 33) 1買xc6+! wins the black queen after 1 ... 對xc6 2 ②e7+ 買xe7 3 對xc6+.
- 34) 1... 置xd2! 2 尝xd2 尝xe4 forks White's rooks, which cannot both be defended.
- 35) 1<u>0</u>d5+! cxd5 2 份h7 mate.
- 37) 1 世d4! hits the black queen and rook and White meets 1 ... 世xd4 with 2 置e8 mate.
- 38) 1 台e7+! <u>Ø</u>xe7 2 買d4 mate.
- 39) 1 <u>0</u>xd7+ **2**xd7 2 0-0-0+ winning the black rook.
- 40) 1世g8+!由xg8 2分e7++由f8 3分xg6 mate.

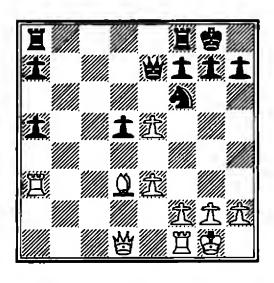
Now turn to page 106 to mark down your scores.



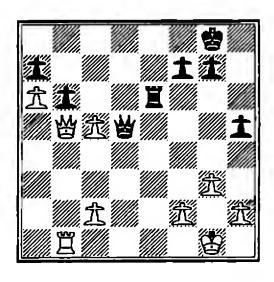
41) In this position from the game Vince - Adamski, Budapest 1989, Black to play wins.



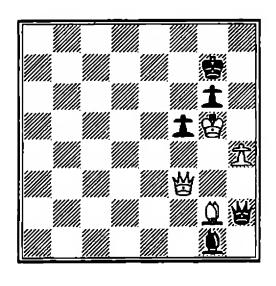
42) This position is from the game Cserna - Smyslov, Copenhagen 1986. White to play wins.



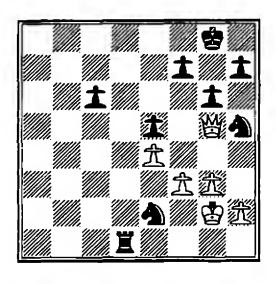
43) In this position from the game Geller - Bousla, Erevan 1960, how does White force a quick decision?



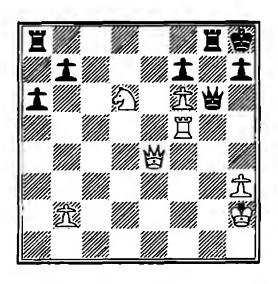
44) Ex-World Champion
Vasily Smyslov has been a
frequent visitor to England,
playing in the Lloyds Bank
Masters in 1988 and 1989 and
Hastings in 1989. In this
position from the game
Smyslov - Guimard, Mar Del
Plata 1962, he demonstrated
his quick tactical eye. Can
you see how he broke down
the Black defences?



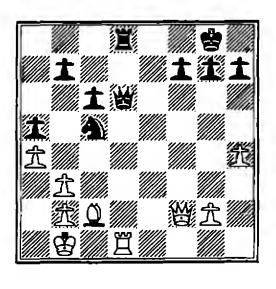
45) In this position taken from the game Zilberstein - Veresov, USSR 1952, how can Black win quickly?



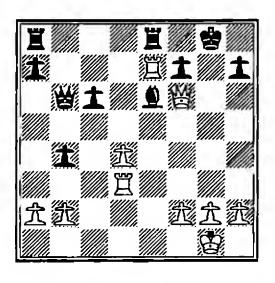
46) David Bronstein is one of the strongest players never to have become World Champion. He played Botvinnik for the title in 1951, but Botvinnik drew the match and retained his crown. In this position from the game Keller – Bronstein, Moscow 1956, Black seized the chance to finish off the game with a tactical coup.



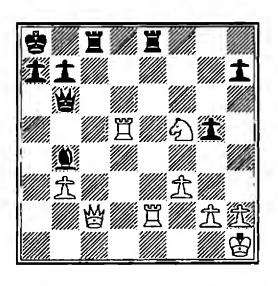
47) This position is from the game Chouta - Choutei, Bucharest 1953. How does White deal with the black threats?



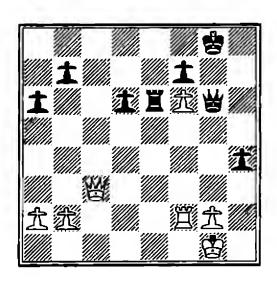
48) This position is taken from the game Dubinsky – Bikhovsky, Moscow 1968 How does Black force a win?



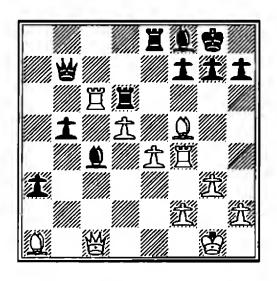
49) This position is from the correspondence game Popov - Angelov, played in 1960. Can you see how White forced checkmate?



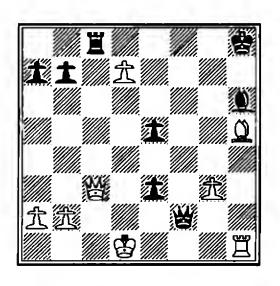
50) This position is from the game Teschner - Portisch, Monaco 1969. In this position Black played 1 ... 對 a6? and a draw was soon agreed. What did he miss?



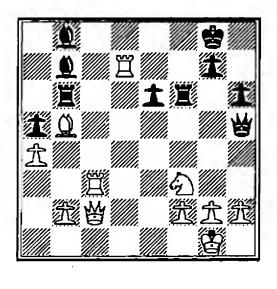
51) This position is taken from the game Spassky - Larsen, Palma de Mallorca 1969. How does White force a win?



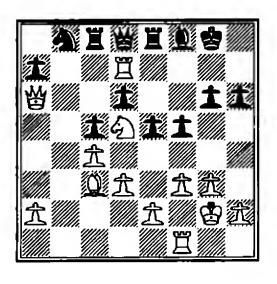
52) This position is from the game Sakharov - Cherepkov, Alma-Ata 1969. White's bishops are pointing aggressively at the black kingside. How can he capitalise on this?



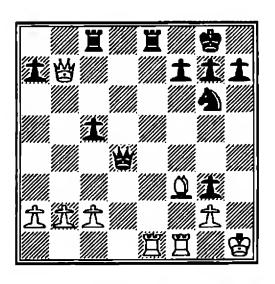
53) This position is taken from the game Smirnov – Yeletsnov, USSR 1969. How does Black force a quick win?



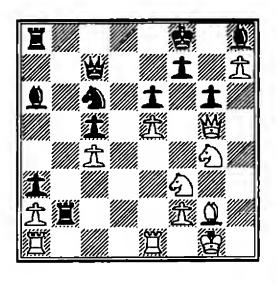
54) This position is from the game Efimov – Djuric, Sibenik 1989. How can White force a decisive gain of material?



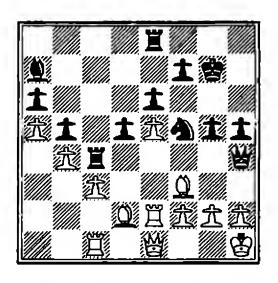
55) This position is from the the game Kichniev – Damljanovic, Sibenik 1989. Both queens are under attack. How can White resolve the situation in his favour?



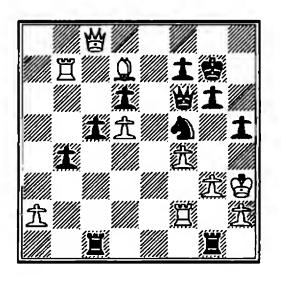
56) This position is from the game Pape - Stanke, Wernogerode 1980. How can White deal with the threats to his kingside?



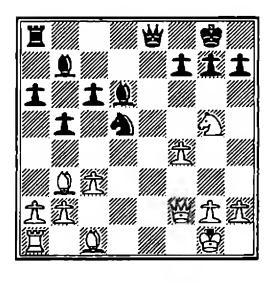
57) This position is taken from the game Popov – Ajanski, Plovdiv 1980. How can White exploit his passed pawn in dramatic fashion?



58) This position is from the game Reshevsky - Ivanovic, Skopje 1976. How can Black break through on the king-side?



59) This position is from the game Sinkovic - Molnar, Sopron 1976. Can you see how Black forces a quick mate?



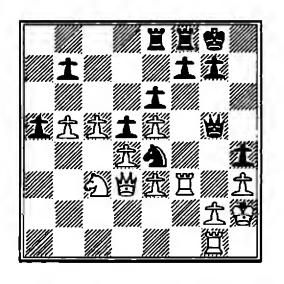
60) This problem is from the game Barriera - Belkadi, Siegen 1970. How can Black exploit the retarded development of White's queenside?

Solutions

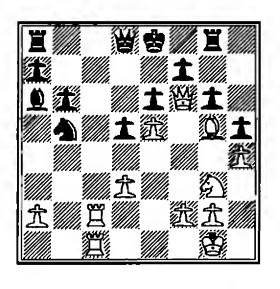
- 41) 1 ... 夕f3+! 2 gxf3 ①xe2! 3 對xe2 對g6+ 4 對h1 對h5.
- 42) White wins material with 1營d6!②a6(1... 置f82 ②h7+!) 2 置xa7! and Black has no good reply.
- 44) 1 cxb6! 買el+ 2 買xel 對xb5 3 bxa7 對c6 4 買bl 對h7 5 買b8.
- 45) 1 ... ₩xg2+ 2 ₩xg2 <u>0</u>e3 mate.
- 46) 1 ... **②**5f4+! wins after 2 gxf4 **□g1**+ or 2 **⑤**f2 **②**h3+.
- 47) 1 買g5! 營xf6 (1 ... 營xg5 2 公xf7 mate) 2 營d4! 營xd4 3 公xf7 mate.
- 48) 1... 對xd1+! 2 0xd1 置xd1+ 3 含c2 置c1+! and 4... 勾d3+ wins the white queen, or 3 含a2 勾d3! with the decisive threat of 4... 勾b4 mating.
- 50) 1 ... ∰f2! wins, e.g. 2 \(\mathbb{Z}\)xf2 \(\mathbb{Z}\)el mate or 2 \(\alpha\)g3 \(\mathbb{E}\)el+!
- 51) 1 ₩c8+ ₩h7 2 ₩xe6! fxe6 3 f7 winning.
- 52) 1 <u>0</u>xh7+! **3**xh7 2 <u>2</u>xd6 <u>0</u>xd6 3 <u>2</u>h4+ **3**g8 4 <u>2</u>h8+! **3**xh8 5 **4**h6+ **3**g8 6 **4**xg7 mate.
- 53) 1 ... e2+! 2 <u>0</u>xe2 偿d4+! 3 偿xd4 (3 **含**e1 or 3 **含**c2 3 ... 買xc 3 ... 買c1 mate.
- 54) 1 🗒 x b 7 ! 🗒 x b 7 2 🗒 c 8 + 🕏 f 7 3 💆 e 8 + picks up the queen.
- 55) 1 對xc8! wins material, as 1 ... 對xc8 allows 2 分f6+ 對h8 3 買h7 mate.
- 56) 1 ₩xf7+ ₩xf7 2 <u>Ø</u>d5 mate.
- 57) 1₩f6! Oxf6 2 exf6 and the h-pawn promotes.
- 58) 1 ... 營xh2+! 2 ⑤xh2 置h4+ 3 ⑤g1 ②g3 and 4 ... 置h1 mate.
- 59) 1 ... ₩h4+ 2 gxh4 \(\mathbb{Z}\)c3+ forcing mate.
- 60) 1 ... <u>Ø</u>c5! 2 對xc5 對e1 mate.

Now turn to page 107 to mark down your scores.

Chapter Four

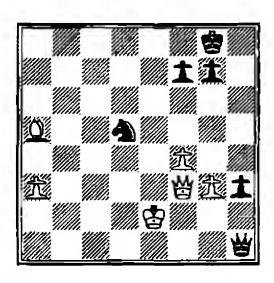


61) This position is from the game Unzicker – Dankert, Munich 1979. Black to play and win.

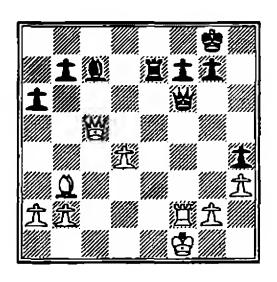


62) This position is from the game Bronstein - Goldenov, Kiev 1944. Can White do better than exchanging queens?

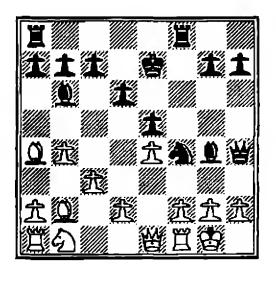
Chapter Four



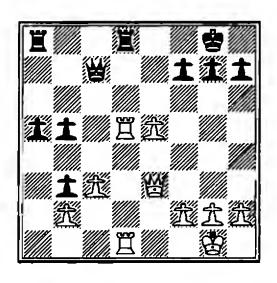
63) In this position, from the game Medina - Tal, Palma de Mallorca 1967, can you see how Tal spotted an opportunity to cash in on his dangerous h-pawn?



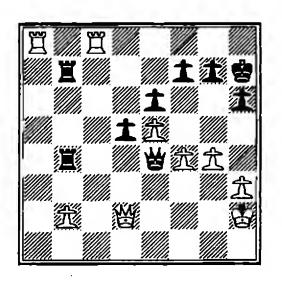
64) This position is from the game Nikolic - Maric, Vrnjacka Banja 1965. Black to play and win.



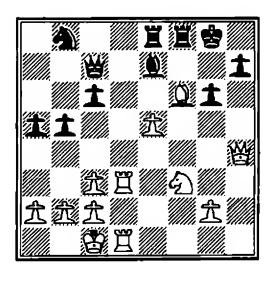
65) This position is taken from the game Larsen E - Erlandsson, Sweden 1966. How does Black exploit his tremendous kingside initiative?



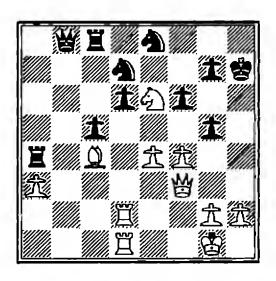
66) In this position from the game Minic - Honfi, Vrnjacka Banja 1966, black's king lacks an escape square from the back rank. Can you see how White can take advantage of this?



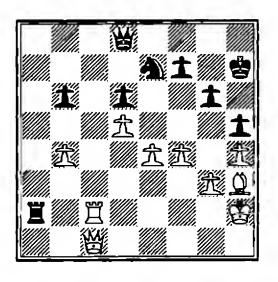
67) This position is from the game Bernstein - Kotov, Groningen 1946. The white rooks have invaded the black position. How can he administer the coup de grace?



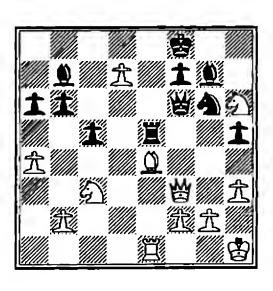
68) This position is from the game Popova - Kasinova, USSR 1974. Can you see how White finishes off his king-side attack?



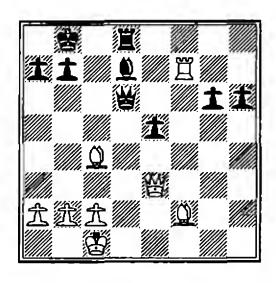
69) This position is taken from the game Lesiege - Huber, Canada 1989. How does White exploit his kingside initiative?



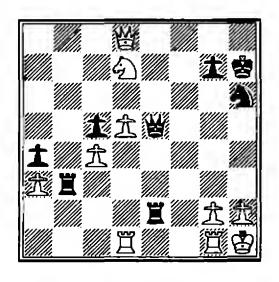
70) In this position from the game Arkell - Kosten, Ha-stings 1990, White has just carelessly retreated his rook from c7 to c2. Why was this a mistake?



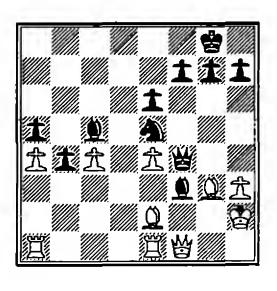
71) This position is from the game Piket - Martinovic, Groningen 1989. White to play and win.



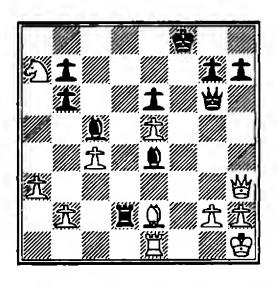
72) This problem is from the game Andersson S - Knutsson, Stockholm 1974. Can you see how Black wins immediately?



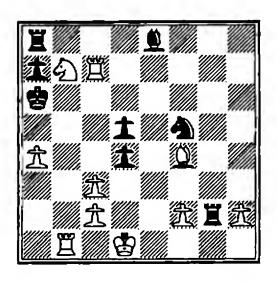
73) This position is from the game Polvine – Kreitchik, USSR 1961. How can Black win immediately?



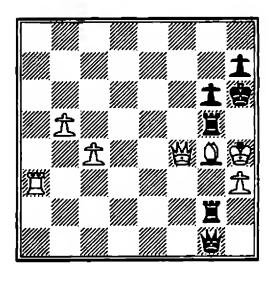
74) This position is taken from the game Molinari – Cabral, Uruguay 1943. How does Black finish off his kingside attack?



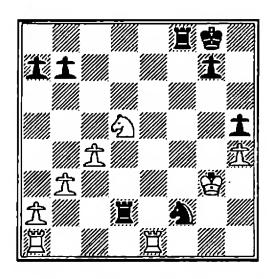
75) This position is from the game Seleznov - Panov, USSR 1929. How can Black profit from his dangerously placed pieces?



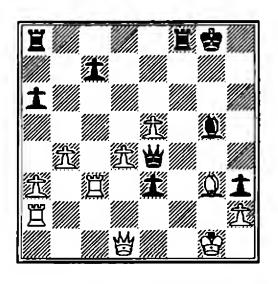
76) This position is from the game Ivkov - Portisch, Bled 1961. The black king is in a tight corner. Can you see how White exploits this?



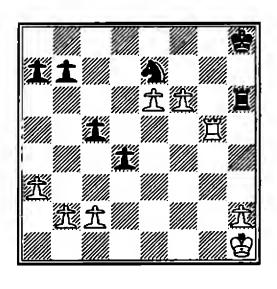
77) This position is from the game Georgadze - Kuindzi, USSR 1973. Black to play and win.



78) This position is from the game Dietrich - Bauer, Austria 1967. Black forces the win with a surprising maneouvre. Can you spot it?



79) Here is a problem from the game Kudari - Larsen, Ottawa 1970. How can Black finish the game immediately?

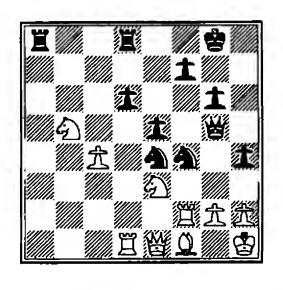


80) This position is from the game Skuratov - Svedcikov, USSR 1972. How can White capitalize most efficiently on his passed pawns?

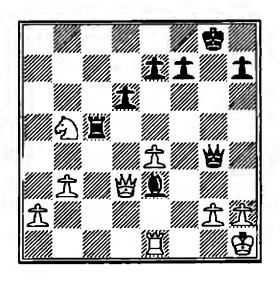
Solutions

- 61) 1 ... 世g3+! 2 h1 (2 xg3 hxg3+ 3 h1 分f2 mate) 2 ... 世xf3 3 gxf3 分f2+ wins material.
- 62) 1 買c8! 買xc8 2 買xc8 營xc8 3 營e7 mate.
- 63) 1... \\x\delta x\text{f3+ 2 \delta x\text{f3} \Qe3! and the pawn will promote.
- 64) 1 ... Og 3! wins, as 2 \(\mathbb{Z}\)xf6 allows 2 ... \(\mathbb{Z}\)el mate.
- 65) 1 ... ∰h3! 2 gxh3 <u>O</u>f3! and 3 ... ⊘xh3 mate is unstoppable.
- 66) 1 ₩a7! causes an overload in the black position. Black is without a reasonable reply.
- 67) 1 \(\mathbb{Z}\)h8+ \(\mathbb{Z}\)g6 2 f5+ exf5 3 \(\mathbb{Z}\)xh6+! gxh6 4 \(\mathbb{Z}\)ag8 mate.
- 68) 1 對xh7+! 對xh7 2 買h1+ 由g8 3 買h8+ 由f7 4 包g5 mate.
- 69) 1分f8+! 分xf8 2營h5 mate. If 1 ... 含h6 or 1 ... 含h8, then 2營h3 is mate.
- 70) 1... 世c7! and the white rook is caught in the crossfire.
- 71) 1 d8(始)+! 始xd8 2 始xf7 mate.
- 72) 1 ... 曾d1+! 2曾xd1 **2**g4++ and 3 ... 質d1 mate.
- 73) 1 ... 曾xh2+! 2 曾xh2 gq4+ 3 曾h1 買h3+ 4 gxh3 買h2 mate.
- 74) 1 ... **②**g1+! 2 **尝**xg1 (2 **尝**xg1 **尝**xg3+) 2 ... **②**g4+! 3 hxg4 **尝**h6+ 4 **②**h4 **尝**xh4 mate.
- 75) 1 ... \(\mathbb{Z}\) xe2! 2 \(\mathbb{Z}\) xe2 \(\mathbb{Q}\) xg2+! and 3 ... \(\mathbb{B}\) b1+ mating.
- 76) 1 <u>\(\text{\textit{C}}\) c6+! <u>\(\text{\text{\text{X}}}\) xc6 2 \(\text{\text{\text{C}}}\) c5+ **\(\text{\text{B}}\) a5 3 <u>\(\text{\text{Q}}\) c7 mate.</u></u></u>**
- 77) 1 ... 世f2+! 2世xf2置h5+! 3 <u>0</u>xh5 g5 mate.
- 78) 1 ... 幻h1+! 2 買xh1 買df2 and there is no defence against 3 ... 買8f3 mate.
- 80) 1 \(\mathbb{Z}\)h5! \(\mathbb{Z}\) fxe7 and the white pawn queens.

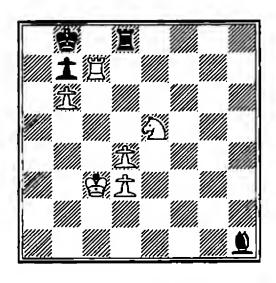
Now turn to page 107 to mark down your scores.



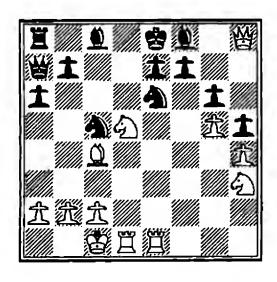
81) In this position from the game Ponomarev - Pugatjev, USSR 1989, Black to play wins.



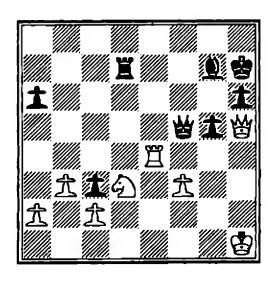
82) In this position from the game Gejzerskij - Masjtjbic, USSR 1989, Black to play wins.



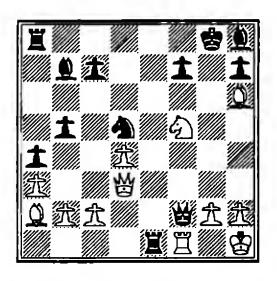
83) This position is from the game Gallagher - Lane, Foreign & Colonial Hastings Masters 1990, Despite the reduced material, White forced a quick win. Can you see how?



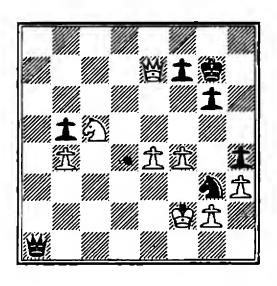
84) This position is from the game Vasiukov - Pribyl, Hungary 1977. White has a very active position and the black king is stuck in the centre. Can you see how White can exploit these factors?



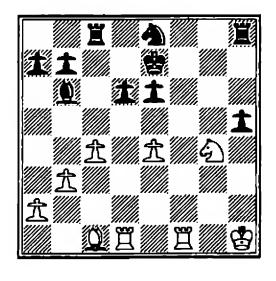
85) In this position, from the game Lobazov - Gorniak, Kalinine 1964, Black forced a quick win.



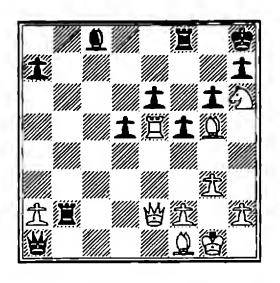
86) In this position, from the game Hallier - Herman, Hamburg 1965, how does White win quickly?



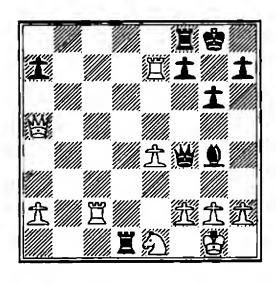
87) This position is from the game Schneider – Federau, Berlin 1979. How can Black win immediately?



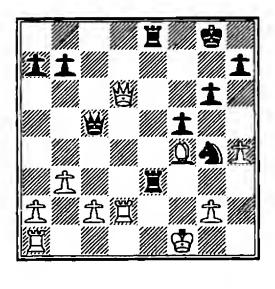
88) This position is from the game Benjamin - Dlugy, New York 1988. Can White do better than retreating his knight?



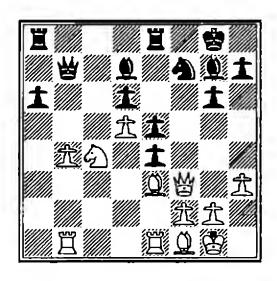
89) This position is from the game Garcia P - van der Wiel, Kastrikjum 1980. How does White exploit the chronic dark square weaknesses in the black king-side?



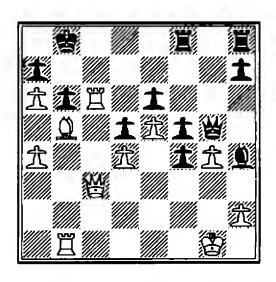
90) This position is from the game Tal - Olafsson, Las Palmas 1975. The white back rank is very weak - can you see how Black took advantage of this?



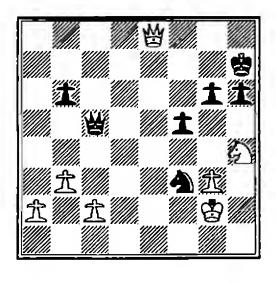
91) In this position, from the game Askelof - Svensson, Sweden 1981, can you see how Black exploited the exposed position of the white king?



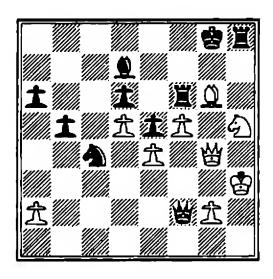
92) This problem is from the game Siekanski - Stratil, Oakham Junior International 1990. How does White win at once?



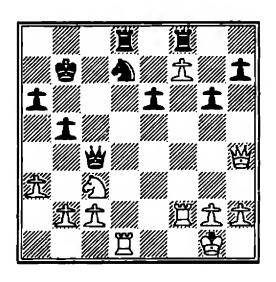
93) In this position, from the game Blatny - Ruxton, Oakham Junior International 1990, can you see how White can break through on the queenside?



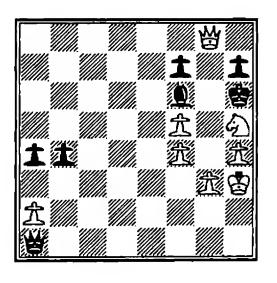
94) This position is from the game Wolff - Hodgson, WFW/City Of London Corporation International 1990. What is Black's most direct route to victory?



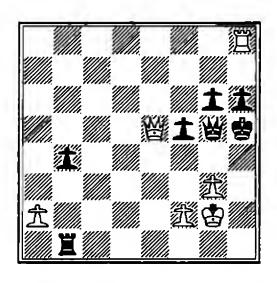
95) This position is a possible variation from the exciting last round game Motwani - Larsen, WFW/City Of London Corporation International 1990. White is two rooks down, but has a tremendous attacking position. Can you see how he forces the win?



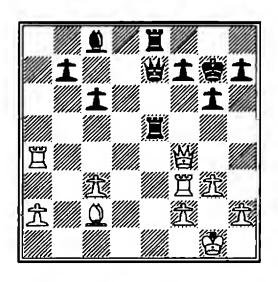
96) This position is from the game Lutikov - Tal, Kiev 1964. How can White exploit his dangerous passed pawn on f??



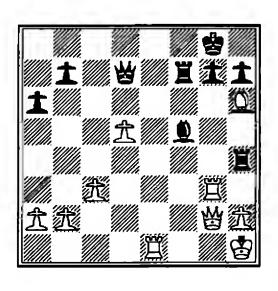
97) In this position, from the game Sherzer - Mate, Buda-pest 1989, White has a brilliant winning coup. Can you spot it?



98) This position is from the game Simagin - Abramov, Moscow 1949. How can White checkmate quickly?



99) This position is from the game Netto - Abente, Peru 1983. Black has a forcing sequence to deliver checkmate. Can you see it?

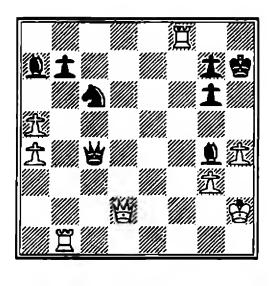


100) This position is taken from the game Spassov – Kozma, Zinnowitz 1965. White has a tremendous concentration of forces on the kingside. How does he now cash in?

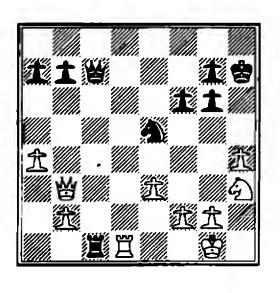
Solutions

- 81) 1 ... 夕g3+! 2 曾g1夕h3+ 3 gxh3 夕e2+ 4 曾h1曾g1 mate. If 2 hxg3 hxg3, intending ... 曾h4, wins.
- 82) 1... 世g3! 2 hxg3 買h5 mate. Other defences also fail: 2 買xe3 買c1+, 2 世xe3 世xe3 買xe3 買c1+ or 2 買d1 買h5 3 h3 買xh3+ 4 gxh3 對xh3 mate.
- 83) 1 4 d7+ 2 a8 2 \(\mathbb{Z} c5! \) \(\mathbb{Z} x d7 3 \) \(\mathbb{Z} c8 \) mate.
- 84) 1 公c7+! 公xc7 2 買xe7+! ②xe7 3 營f6+ ②e8 4 買d8 mate.
- 85) 1 ... 買xd3! 2 cxd3營xe4! 3 fxe4 c2 forces a new queen.
- 86) 1 ₩g3+ ₩xg3 2 ᡚe7+! ᡚxe7 3 <u>Ø</u>xf7 mate.
- 87) Black captures the white queen with 1 ... 營f1+ 2 營e3 分f5+! 3 exf5 營e1+.
- 88) 1 © e5! leaves no answer to the combined threats of 2 Og5, 2 If 7 and 2 Og6. If 1 ... Od8 2 Of7+.
- 89) 1 買xf5! 買xf5 2 營e5+! 買xe5 3 <u>O</u>f6 mate.
- 90) 1... 營g5! overloads the white queen. If 2 營xg5 置xel mate, or 2 營b4 營xe7!
- 91) 1 ... 買e1+! 2 買xe1 曾g1+! 3 \$xg1 買xe1 mate.
- 92) 1 尚xf7+! **由**xf7 2 分xd6+.
- 93) 1 \(\mathbb{Z}\)xb6+! axb6 2 a7+ \(\mathbb{Z}\)xa7 (2 ... \(\mathbb{Z}\)a8 or 2 ... \(\mathbb{D}\)b7 leads to the same after 3 \(\mathbb{Z}\)c6+) 3 \(\mathbb{Z}\)c7+ \(\mathbb{D}\)a8 4 \(\mathbb{Q}\)c6 mate.
- 95) 1 <u>0</u>h7++! 由f8 2 曲g7+ 由e8 3 <u>0</u>xf6+ 由d8 4 曲xd7 mate.
- 96) 1 對xd8! 買xd8 2 買xd7+ 買xd7 3 f8(對).
- 97) 1 世g5+! Oxg5 2 hxg5+ 由xh5 3 g4 mate.
- 98) 1 置xh6+! 營xh6 (1... 登xh6 2 營h8 mate) 2 營e2+ 登g5 3 營e7+ 登g4 (3... 登h5 4 營h4 mate) 4 f3+ 登h5 5 營h4.
- 100) 1 置xg7+! 置xg7 2 置e8+ 當f7 3 當xg7+ 當xe8 4 當f8 mate.

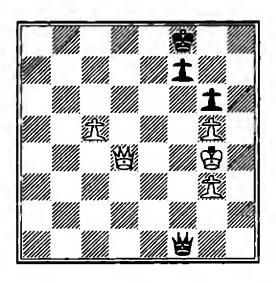
Now turn to page 108 to mark down your scores.



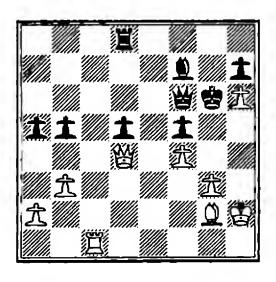
101) This problem is from the game Popov - Novopashin, Munich 1979. Can you see how White wins immediate-ly?



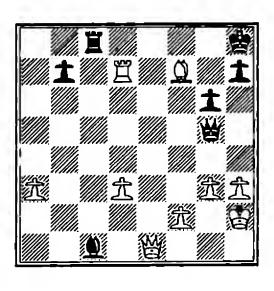
102) In this position, from the game Bohling - Starck, Lipsia 1972, can you see how Black wins immediately?



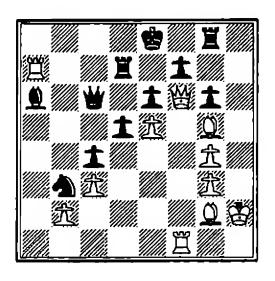
103) This position is from the game Borisenko - Simagin, Moscow 1955. White is a pawn up but his king is dangerously positioned. How does Black exploit this?



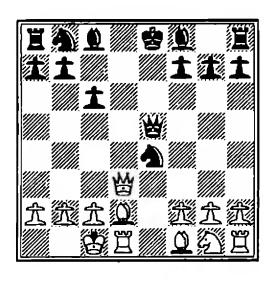
104) This position is from the game Feher - Mate, Budapest 1989. Can you spot White's brilliant winning continuation?



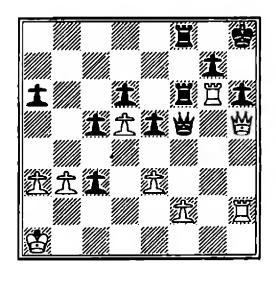
105) This position is from the game Ludolf - Koc, Leningrad 1960. Can you see how White exploits the vulnerable position of the black king?



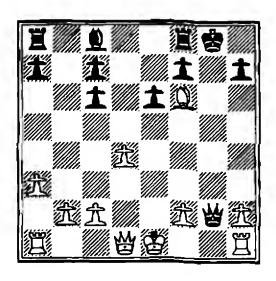
106) This position is from the game Lundin – Momo, Leipzig 1960. What is the most efficient conclusion to White's attack?



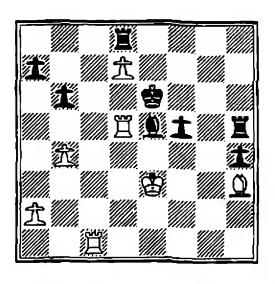
107) This problem is from the game Reti - Tartakower, Vienna 1910. Can you see how White administers a brilliant coup?



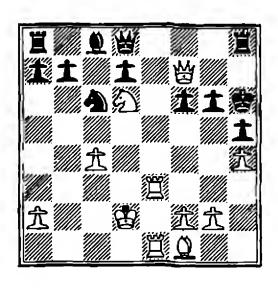
108) This position is from Gurevich M - Short, Rotterdam 1990. Nigel has just captured a pawn on f5 with his queen. Can you see what he overlooked?



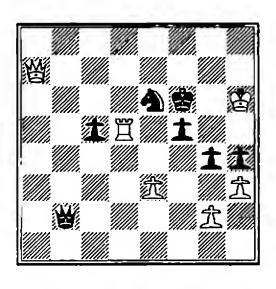
109) This position is from the game Kochtenko - Lerner, USSR 1962. How does White resolve the problem of his attacked rook?



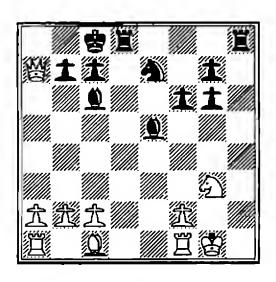
110) This position is from the game Straonttinch - Zauerman, Correspondence 1984. Can you see how White wins immediately?



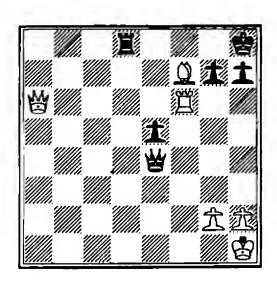
111) This position is from the game Lasker - Mieses, Leipzig 1889. Can you spot White's brilliant finish?



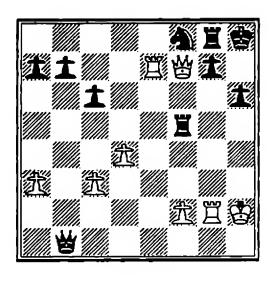
112) This position is from the game Schmid - Keres, Tel Aviv Olympiad 1964. White to play and win.



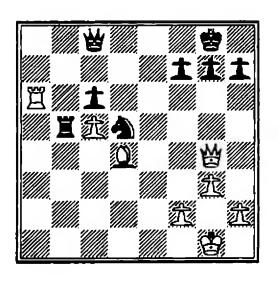
113) This position is from the game Schiffers - Tchigorin, Berlin 1897. It is famous as one of the great missed opportunities of chess. Despite his deficit of a queen for a piece, Black has a winning combination, which he overlooked with 1 ... b6? Can you do better?



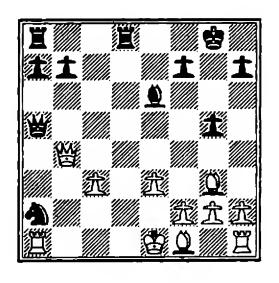
114) This position is from the game Alden - Nilsson, Sweden 1972. How can Black exploit White's vulnerable back rank?



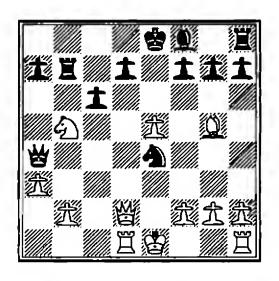
115) This position is from the game Alapin - Levitsky, St. Petersburg 1911. White blundered here with 1 ₩e8. Can you do better?



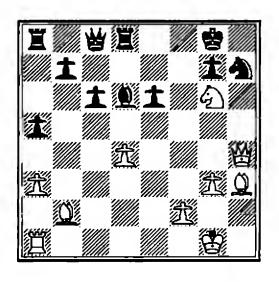
116) This position is from the game Engelbert - Hofmann, Schleusingen 1961. Black cannot capture the White queen on account of \mathbb{\mathbb{H}}a8+. What should he do instead, in order to save himself?



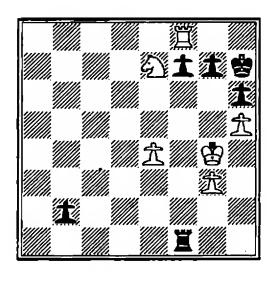
117) This position is from the game Suba - Portisch,
Thessaloniki 1984. White's development is lacking and his queen is attacked. How can Black immediately exploit these factors?



118) This position is from the game Ostropolski – Ivanovski, USSR 1949. Can you spot White's brilliant winning continuation?



119) This problem is from the game Taimanov - Kuzmin, USSR 1950. Can you see how White forces an immediate win?

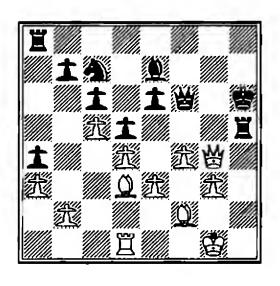


120) This position is from the game Miles - Schnelder, Philadelphia 1980. White is a piece up, but how can he cope with Black's dangerous pawn on b2?

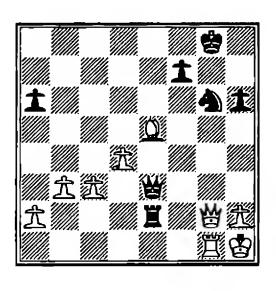
Solutions

- 101) 1 對 h6+! wins i.e. 1 ... gxh6 2 置xb7+ or 1 ... 含xh6 2 置h8.
- 102) 1... 曾f7! 2曾xf7 置xd1+ and 3... 今xf7.
- 104) 1 置c6! 營xc6 (1 ... <u>0</u>e6 2 置xe6 leads to the same finish) 2 營g7+ 党h5 3 <u>0</u>f3 mate.
- 105) 1 置d8+! 置xd8 (1 ... 當xd8 2 當e5+) 2 當c3+ mating.
- 106) 1 世d8+! 買xd8 2 買e7+ 含f8 3 買fxf7 mate.
- 107) 1 \(\mathred{G} \) \(\m
- 108) 1 🛱 xh6+! gxh6 2 🗒 hxh6 mate.
- 109) 1 世f3! 世xf3 2 買g1+ mating. If 1 ... 世g6 2 0-0-0 and 3 買dg1 will win the queen.
- 110) 1 <u>\(\mathbb{H}\) c6+!</u> **\(\mathbb{H}\) xd5** 2 <u>\(\mathbb{O}\) g</u> 2 mate.
- 111) 1 對xg6+! 對xg6 2 買g3+ 對h7 3 <u>Q</u>d3+ 對h6 4 分f7 mate. If 2 ... 對h6 3 分f7+ 對h7 4 <u>Q</u>d3 mate.
- 112) 1 買xf5+! 费xf5 2 對h7+ 壹e5 (or 2 ... 壹f6) 3 對h8+ skewering the Black queen.
- 113) 1 ... 買h1+! 2 夕 xh1 **②**h2+! 3 **⑤** xh2 買h8+ 4 **⑤**g3 **②**f5+ 5 **⑥**g4 (or 5 **⑥**f4) 5 ... 買h4 mate.
- 114) 1... 台c6! wins the rook. If 2台xc6 or 2 置xc6 2... 置d1+.
- 115) 1 對xg8+! 對xg8 2 置exg7+ 對h8 3 置g8+ 對h7 4 置2g7 mate.
- 116) 1 ... 買b1+ 2 由g2 分f4+! 3 由f3 (3 出xf4 出xa6 or 3 gxf4 出xg4+) 3 ... 分e6 and Black escapes.
- 117) 1 ... 買d1+! creates insoluble problems, e.g. 2 買xd1 分xb4 or 2 費xd1分xc3+!
- 118) 1 曾xd7+! 買xd7 2 公c7+ 買xc7 3 買d8 mate.
- 119) 1 世xd8+! 世xd8 2 <u>0</u>xe6 mate.
- 120) 1 夕g6! wins. 1 ... b1(台) 2 置h8 mate, or 1 ... fxg6 2 fxg6+ and 3 置xf1, preventing the pawn promoting.

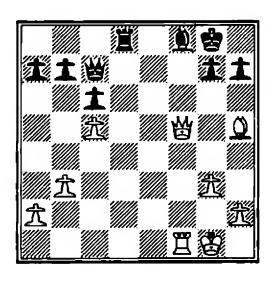
Now turn to page 108 to mark down your scores.



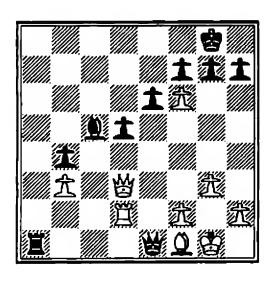
121) This position is from the game Geller - Notaros, Novi Sad 1978, Black is a rook ahead, but White has the chance for a brilliant drawing combination. Can you see it?



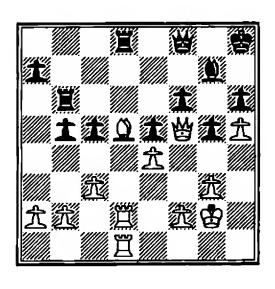
122) This position is from the game Berger – Kos, Graz 1882. White to play and win.



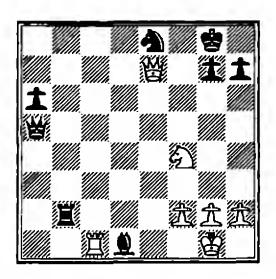
123) This position is from the game Reti - Bogolyubov, New York 1924. How does White exploit his pressure on the f-file?



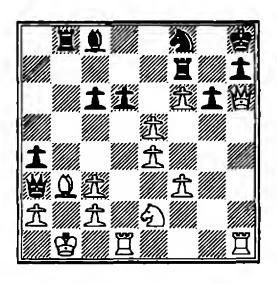
124) This position is from the game Hromadka – Samisch, Piestany 1922. Black has got 'in round the back'. How can he capitalise on his efforts?



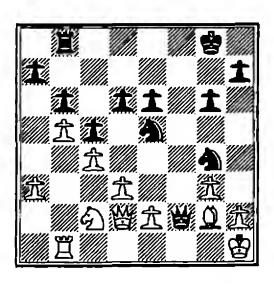
125) This problem is from the game Trifunovic - Aaron, Beverwijk 1962. What is the quickest way for White to exploit the light square weaknesses in Black's king-side?



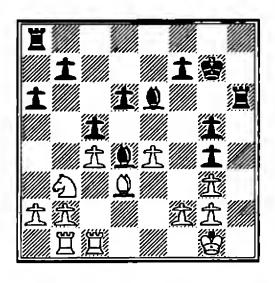
126) This position is from the game Bachtiar – Liang, Indonesia 1961. Black is a piece up but his knight and bishop are attacked. How does he resolve his difficulties?



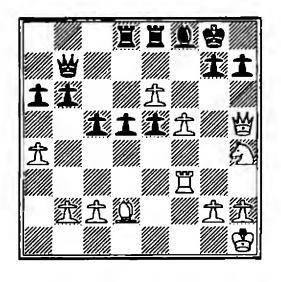
127) This position is from the game Skuja - Rozenberg, Riga 1962. Can you spot White's brilliant mating combination?



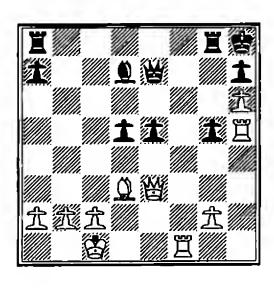
128) This position is from the game Hinks - Clifford, City Chess Quickplay 1990. How did Black finish off his opponent with a dazzling combination?



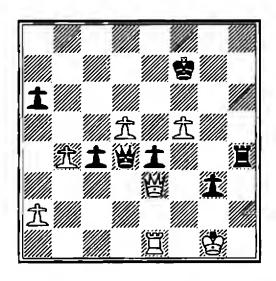
129) This problem is from the game Cevallos -Mohring, Tel Aviv 1964. How can Black win without further ado?



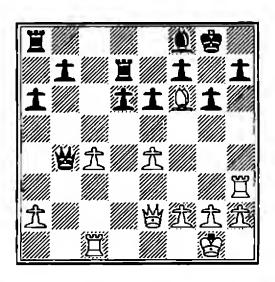
130) This position is from the game Bogomolov - Kozlov, Moscow 1976. How does White capitalise on his concentration of forces on the kingside?



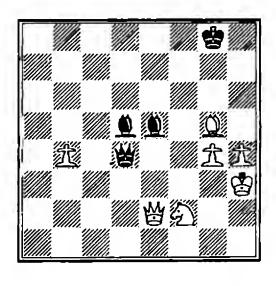
131) This position is from the game Garbett - West, Sydney 1989. The black king is very constricted. Can you see how White exploited this?



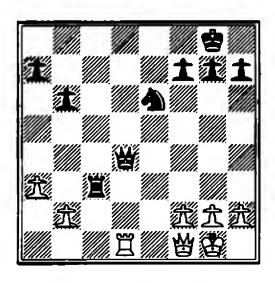
132) In this position from the game Onouchko - Avramenko, USSR 1989, Black has a long forcing sequence resulting in mate or win of material. Can you spot it?



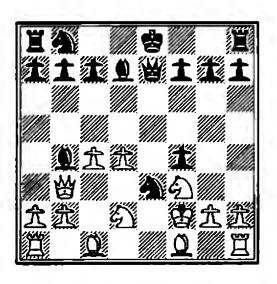
133) This position is from the game Akhipkine – Kuznetsov, Kiev 1980. White to play and win.



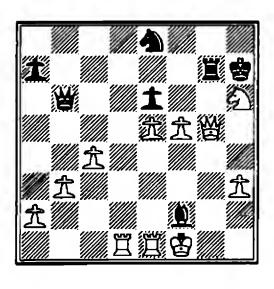
134) This position is from the game Wallner - Stoppel, Austria 1989. How does Black exploit the white king's dangerous shortage of squares?



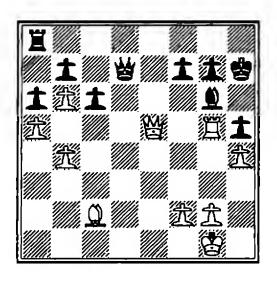
135) This position is from the game Polyak - Levin, Kiev 1949. Although Black is a piece up, he seems to be in trouble as his queen and rook are attacked. How did he turn the tables on White?



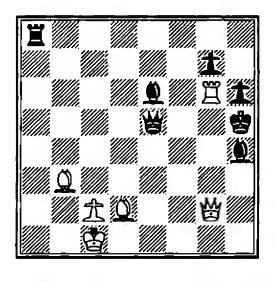
136) This position is from the game Larson - Englund, Iceland 1942. Black to play and win.



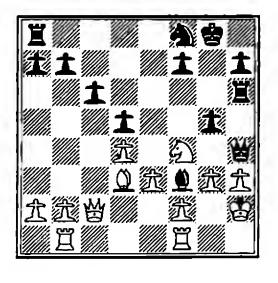
137) This position is from the game Sturua - Nunn, Lloyds Bank Masters, London 1990. White is material ahead, but his pieces are under attack. How can he cope with the threats?



138) This position is from the game Conquest – Kaidanov, Lloyds Bank Masters, London 1990. White to play and win.



139) This problem is from the game Rada – Kostal, Prague 1942. Here White finished matters off with a superb mating combination. Can you see it?

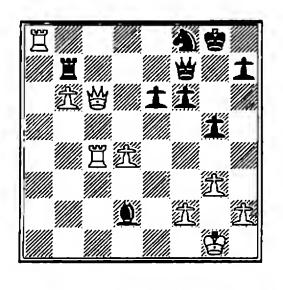


140) This position is from the game Gereben – Komarov, Moscow 1949. Can you spot Black's brilliant winning continuation?

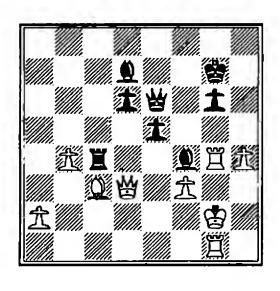
Solutions

- 121) 1 ★ xh5+! ★ xh5 2 g4+! ★ xg4 (2 ... ★ h6 3 g5+ wins the queen) 3 △ e2+ with perpetual check on d3, e2 and f1.
- 122) 1曾a8+曾h7 2曾h8+! 公xh8 3 買g7 mate.
- 124) 1 ... \(\mathbb{I}\) d1! wins, as 2 \(\mathbb{I}\) xd1 \(\mathbb{I}\) xf2+ 3 \(\mathbb{I}\) h1 \(\mathbb{I}\) g1 is mate.
- 125) 1 0g8! threatening 2 th 7 mate and 2 \textup xd8.
- 126) 1 ... \(\mathbb{Z}\)e2! and if 2 \(\overline{\pi}\) xe2\(\overline{\pi}\)e1 mate.
- 127) 1 🛱 xf8+ 買 xf8 2 買 xh7+ 🕏 xh7 3 買 h1 mate.
- 128) 1 ... 公f3! 2 做d1 (2 <u>O</u>xf3 做xh2 mate) 2 ... 做xg3! 3 做g1 (3 hxg3 公f2 mate) 3 ... 做xh2+! 4 做xh2 公f2 mate.
- 129) 1 ... \(\mathbb{H}\)h1+! 2 \(\mathbb{H}\)xh1 \(\mathbb{O}\)xf2 and 3 ... \(\mathbb{H}\)h8+ mating.
- 130) 1 對xh7+! 對xh7 2 夕g6! (threatening 3 買h3+ and 4 買h8 mate) 2 ... 買xe6 3 買h3+ 對g8 4 fxe6 and 5 買h8 mate.
- 131) 1 買f7! 齒xf7 2 齒xe5+ 買g7 3 hxg7+ 齒xg7 4 買xh7+.
- 132) 1... 買hi+! 2由g2 (2由xhi 始h8+ 3由g1始h2+ 4由f1 g2+ 5由e2 g1(始)+) 2... 始b2+ 3由xg3始h2+ 4由g4始h4 mate.
- 133) 1對h5! gxh5 (1... h6 2對xh6!) 2買g3+ **公**g7 3買xg7+ **包**f8 4 買xh7 and 5 買h8 mate.
- 134) 1 ... Oc4! 2 曾el曾c3+! 3曾xc3 Of1 mate.
- 135) 1... 買c8! 2 買xd4 公 xd4 threatening 3... 買c1! against which there is no reasonable defence, e.g. 3 会h1 公e2!
- 136) 1 ... ②d1+! 2 曾g1 ②c3! with dual threats of 3 ... 營e3 mate and 3 ... 查a4! trapping the black queen.
- 137) 1 買d7! 買xd7 (1 ... <u>0</u>xel 2 世g6+ **告**h8 3 世xe8+ **告**h7 4 世g6+) 2 世g8+ **告**xh6 3 世g6 mate.
- 139) 1 🛱 g 4+! 🖸 x g 4 2 🗒 x h 6+! g x h 6 3 💆 f 7 mate.
- 140) 1... 對xh3+! 2 分xh3 g4 and White will be mated by 3... 買xh3 and 4... 買h1.

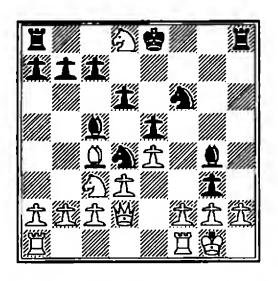
Now turn to page 109 to mark down your score.



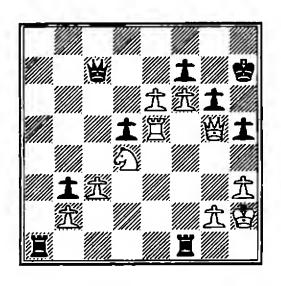
141) This position is from the game Koch - Kogan, Singapore 1990. How can White make the most of his active pieces and dangerous passed pawn?



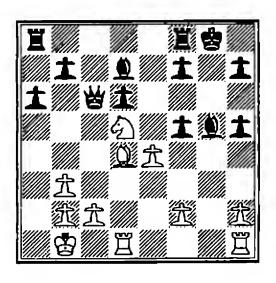
142) This position is from the game Guigonis - Dussol, Paris 1990. Can you spot Black's winning continuation?



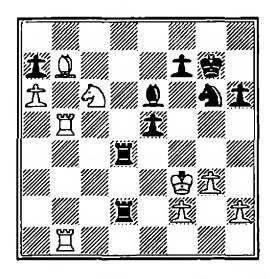
143) This position is from the game Zollner - Velasco, Munich 1934. Black has sacrificed his queen for a tremendous kingside attack. Can you see how he forced checkmate?



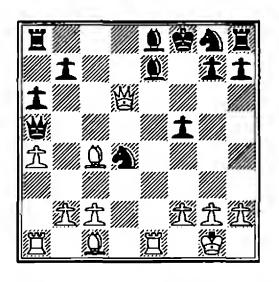
144) This position is from the game Lyczynowicz – Szymanski, Poland 1953. Black to play and win.



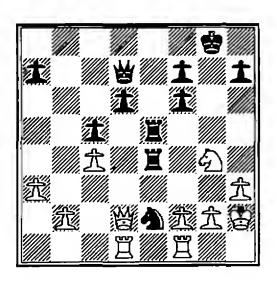
145) This problem is a possible variation from the game van der Wiel - Piket, Holland 1990. White has just sacrificed his queen to open the g-file to the black king. How can he conclude immediately?



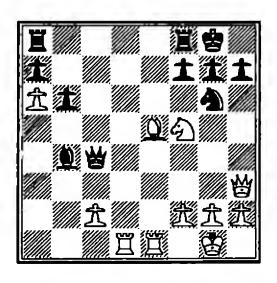
146) This position is from the game Ornstein - Schneider, Sweden 1985. Can you work out how Black forces mate with a checking sequence?



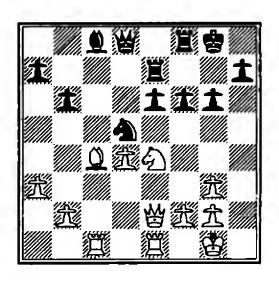
147) This position is from the game Ofstad - Uhlmann, Halle 1963. Can you see White's brilliant winning coup?



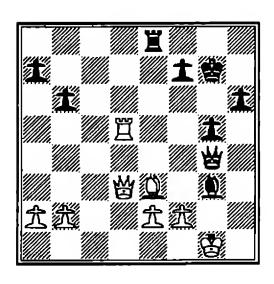
148) This position is from the game Kamysev – Sokolsky, USSR 1936. Black to play and win.



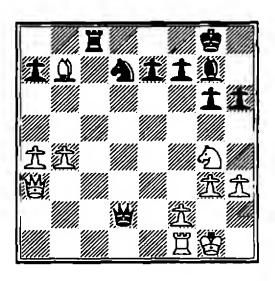
149) This problem is from the game Kotronias - King, Watson, Farley & Williams International Challenge, New York 1990. White to play and win.



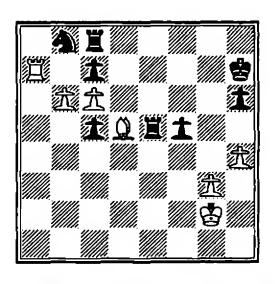
150) This position is from the game Speelman - Hodgson, in the Watson, Farley & Williams International challenge, New York 1990. In this innocent-looking position White forces immediate resignation. Can you see how?



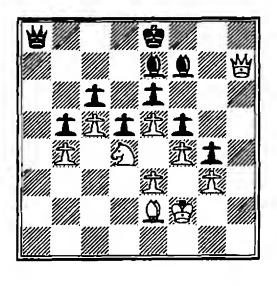
151) This position is from the game Fishbein - Kotronias, Watson, Farley & Williams International Challenge, New York 1990. Black has just offered a bishop sacrifice on g3. How should white respond?



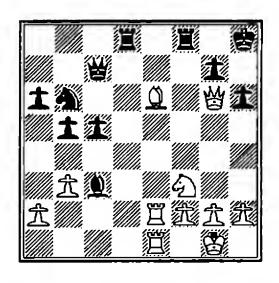
152) This position is from the game Hodgson - King, Watson, Farley & Williams International Challenge, New York 1990. How did Black terminate proceedings immediately?



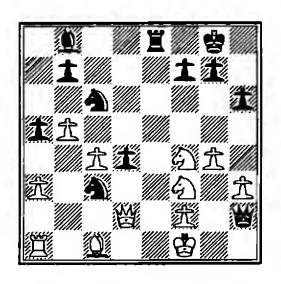
153) This position is from the game Alekhine - Schwartz, London 1926. Although White is a rook down, he can win by force. Can you see how?



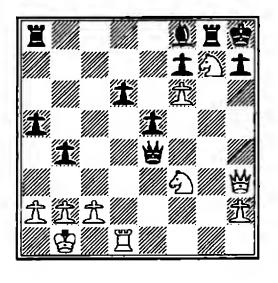
154) This position is from the game Andruet -Birmingham, Angers 1990. How can White break down the black fortress?



155) This problem is from the game Jacobs - Mannion, Nat West Masters 1987. Can you see White's knock-out blow?

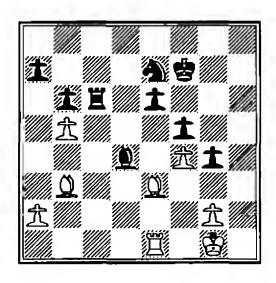


156) This position is from the game Cairou - Cech, Paris 1990. Black has a forcing continuation that leads to checkmate. Can you see it?

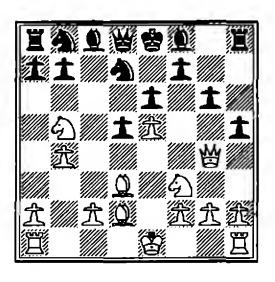


157) This position is from the game Saunina - Chekhova, Sochi 1981. How can White force an immediate win?

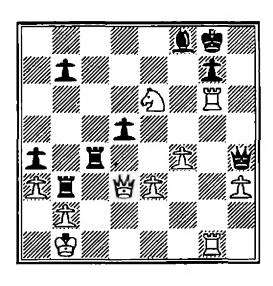
Chapter Eight



158) This position is from the game Oberg - Unander, Finland 1983. Black's rook and bishop are both threatened, but he has a beautiful way to resolve the problem. Can you see it?



159) This position is from the game Machulsky - Gurevich, USSR 1977. A quick glance at this position reveals that White has five pieces developed and Black only one, so it is not surprising that White has an immediate forced win. Can you see it?



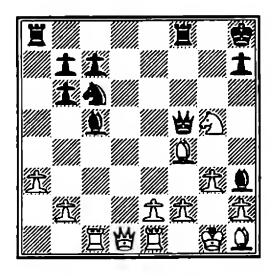
160) This position is from the game Moiseev – Ilivinsky, Primorsko 1974. Can you see how White powered his way through to the black king?

Chapter Eight

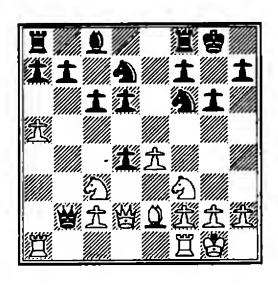
Solutions

- 141) 1 置xf8+! 由xf8 (1 ... 台xf8 2 台xb7) 2 台c8+ 由g7 3 台xb7! 台xb7 4 置c7+台xc7 5 bxc7 and the pawn promotes.
- 142) 1 ... 買xc3! 2 對xc3 對xa2+ 3 當f1 <u>O</u>bS+ 4 包e1 對e2 mate.
- 144) 1... 對xeS+! 2對xeS h4 3 g4 (otherwise 3... 質h1 mate) 3... 質f2 mate.
- 145) 1 @e7+! <u>O</u>xe7 2 <u>H</u>hg1+ mating.
- 146) 1... 夕h4+! 2 gxh4 置4d3+ 3 包e4 (3 包g2 <u>0</u>h3+ and 4 ... 置d1+ mating) 3 ... f5+ 4 包xe5 置e2+ 5 包f4 置e4 mate.
- 147) 1 🗒 xe7! ② xe7 2 🕁 f6+! gxf6 3 <u>0</u>h6 mate.
- 148) 1 ... 曾xg4! 2 hxg4 置h5+! 3 gxh5 置h4 mate.
- 149) 1 始h6! gxh6 2 分xh6 mate.
- 150) 1 <u>O</u>xd5! wins, e.g. 1 ... exd5 2 <u>O</u>xf6+ and 3 <u>\</u> xe7 or 1 ... \ \ \ xd5 2 <u>\</u> xc8! <u>\</u> xc8 3 <u>O</u>xf6+ and 4 <u>O</u>xd5.
- 151) 1 世d4+! 世xd4 2 ①xd4+ and 3 fxg3 with an extra piece.
- 152) 1... \(\mathbb{Z}\)c3! snares the white queen, e.g. 2\(\mathbb{Z}\)and 3... \(\mathbb{Z}\)xa1 with an easy win.
- 153) 1 買xc7+ 買xc7 2 bxc7 買e8 3 cxb8(營)+ 買xb8 4 <u>○</u>e6! and the c-pawn will cost Black his rook.
- 154) 1分xb5! cxb5 2份h8+ Of8 3 Oxb5+ 由e7 4份f6 mate.
- 155) 1夕g5! hxg5 2 始h5 mate.
- 156) 1 ... 始h1+ 2 夕g1 <u>O</u>xf4 3 始xf4 <u>U</u>e1+! 4 **由**xe1 始xg1+ 5 由d2 始d3 mate.
- 157) 1 夕g5 曾g6 2 曾xh7+! 曾xh7 3 夕xf7 mate.
- 158) 1 ... \(\mathbb{T} \)c1! 2 \(\mathbb{T} \)xc1 \(\O \)xe3+ and 3 ... \(\O \)xc1.
- 160) 1 置xg7+! <u>O</u>xg7 2 置xg7+ **B**h8 3 置xg8+! **B**xg8 4 **B**g6+ **B**h8 5 **B**g7 mate.

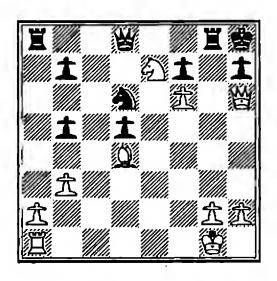
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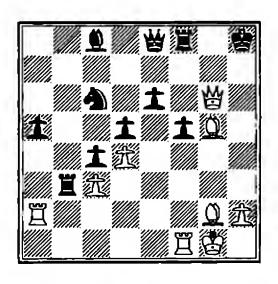
161) This position is from the game Stratil - Tozer,
Oakham Junior International
1990. Black has sacrificed two pawns to open lines on the kingside. How can he make use of them?



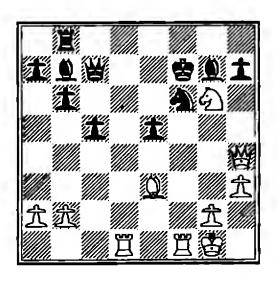
162) This position is taken from the game Blatny – Stangl, Oakham Junior International 1990. Can White exploit the isolated position of the black queen?



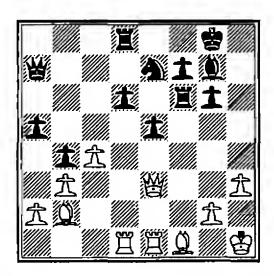
163) This problem is from the game Fuller - Steedman, Chester 1979. Can you spot White's win?



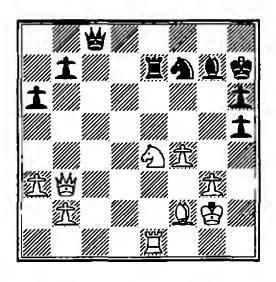
164) In this position, from the game between two grandmasters, Hodgson and Chandler, Watson, Farley & Williams International 1990, how does White finish off his kingside attack?



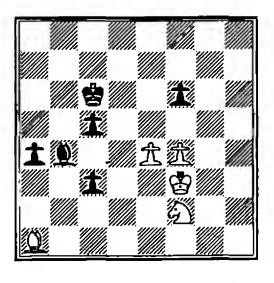
165) This problem is from the game Tukmakov – Norwood, Reykjavik 1990. Can you see how White wins immediately?



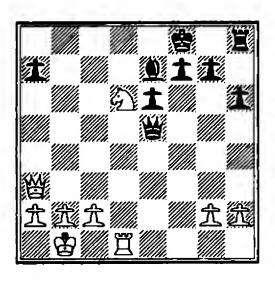
166) In this position, from the game Carton - Adams, Blackpool Zonal 1990, can you see how Black wins immediately?



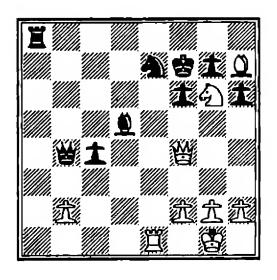
167) This position is from the game Suba - Davies, Black-pool Zonal 1990. Can you see how White immediately terminates the Black resistance?



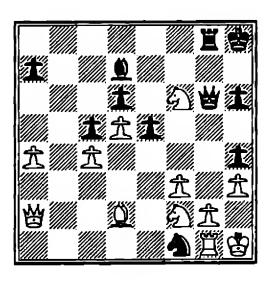
168) This position is from the game Milligan - Jackson, Blackpool Women's Zonal 1990. How does Black exploit her dangerous passed pawns?



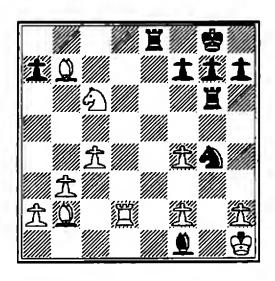
169) This position is from the game Dedes - Makropoulos, Greece 1990. How can White break the pin on his knight?



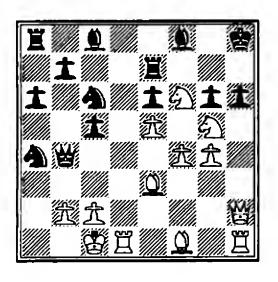
170) This position is from the game Polyak - Kholmov, Riga 1954. White has a promising attack but his back rank is weak (e.g. 1 買xe7+? 對xe7 2 分xe7 買a1+). How did he solve this problem?



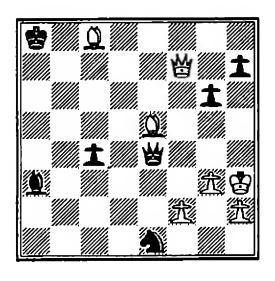
171) This position is from the game Fedder - Westerinen, Roskilde 1978. How can Black win immediately?



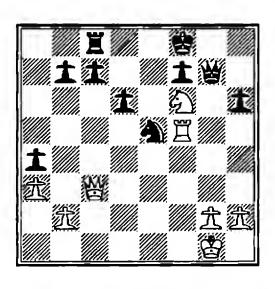
172) This position is from the game Padevski - Belkadi, Varna 1962. Black to play and win.



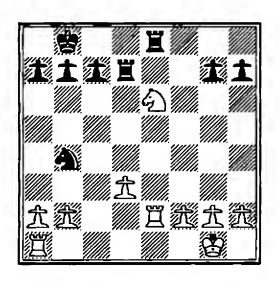
173) This position is from the game Braga - Rossetto, Argentina 1980. Can you see how White delivered mate with a long forcing manoeuvre?



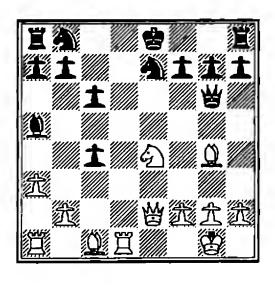
174) This position is from the game Friker – de Vita, Catanzaro 1979. White to play and win.



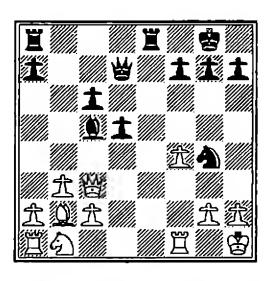
175) This problem is from the game Bates - Fearn, The Times British Schools Championship Final. Can you spot White's immediate win?



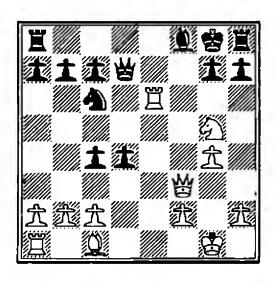
176) This position is from the game Florence - Piper, *The Times* British Schools Championship Semi-Finals 1990. How can Black force an immediate win?



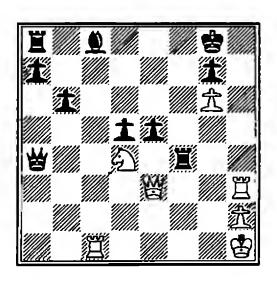
177) This position is from the game Petrov - Chimansky, Warsaw 1847. White to play and win.



178) This position is from the game Martinik - Dobosh, France 1973. How does Black capitalise on White's lack of development?



179) This problem is from the game Saemisch – Reimann, Bremen 1927. How does White conclude proceedings in dramatic fashion?

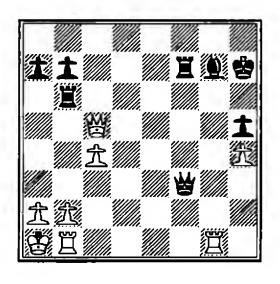


180) This position is from the game Bennini - Reggio, Rome 1911. Can you spot White's elegant winning combination?

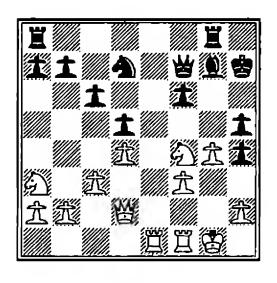
Solutions

- 161) 1 ... ₩xg5! wins a piece as 2 <u>O</u>xg5 allows 2 ... <u>O</u>xf2 mate, and 2 <u>O</u>xc6 is met by 2 ... <u>H</u>xf4.
- 162) 1 ②a4! traps the black queen. After 1 ... ②xe4 2 ∰d3 ₩b4 3 ∰xe4, White has won a piece.
- 163) 1 世g7+! 置xg7 2 f xg7 mate.
- 164) 1<u>0</u>f6+ 買xf6 2 對xe8+
- 165) 1 買d7+! 對xd7+ 2 分xe5+ costs Black his queen.
- 166) 1 ... \(\mathbb{Z}\)xf1+! 2 \(\mathbb{Z}\)xf1 \(\mathbb{Z}\)xe3.
- 167) 1分f6+! ①xf62 ②xe7 ②xe7 3 🛱 xf7+ and 4 🛱 xe7.
- 168) 1 ... c4! (not 1 ... c2? 2 ②d3!) leaves White helpless, e.g. 2 ⊕e2 c2 3 ②b2 a3 4 ③c1 a2 and a pawn queens.
- 169) 1分f5! wins at once as 1 ... exf5, 1 ... 營xf5 and 1 ... ①xa3 are all met by 2 2d8 mate.
- 170) 1 世d2! 世c5 (1 ... 世xd2 2 買xe7 mate) 2 買xe7+ 世xe7 3 世xd5+ 世e6 4 世b7+! and 5 世xa8+.
- 171) 1 ... 曾g3! and if 2 買xf1曾xg2 mate. If 2 分6g4 (or 2 分2g4) 2 ... 曾h2+! 3 分xh2 分g3 mate.
- 172) 1 ... ②xf2+! 2 🗒xf2 💆g2+ 3 🗒xg2 🖫e1+ mating.
- 173) 1世xh6+! <u>Q</u>xh6 2 <u>X</u>xh6+ **B**g7 3 <u>X</u>h7+ **B**f8 4 <u>X</u>h8+ **B**g7 5 <u>X</u>g8+ **B**h6 6 **A**f7+ <u>X</u>xf7 7 gS mate.
- 174) 1 <u>0</u>b7+! 始xb7 2 台e8+ 台a7 3 <u>0</u>d4+ 台a6 4 台a4 mate.
- 175) 1 買xeS! 營xf6 (1 ... dxeS 2 營c5 mate) 2 買e8+, winning.
- 176) 1 ... 買de7 2 買ae1 (the only way to save the knight) 2 ... 公xd3 3 買d1 買xe6 winning a piece, as 4 買xe6 買xe6 5 買xd3 allows 5 ... 買e1 mate.
- 177) 1 Of5! 公xf5 (1 ... 對xf5 2 公d6+) 2 公f6+ 由f8 3 對e8 mate.
- 178) 1 ... 夕f2+! 2 買xf2 (2 由g1 夕e4+) 2 ... **点**d4! 3 甘xd4 買e1+.
- 179) 1 買e7! 齒xe7 2 齒d5+ or 1 ... 幻 (or <u>□</u>) xe7 2 齒f7 mate.

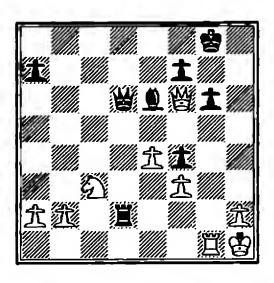
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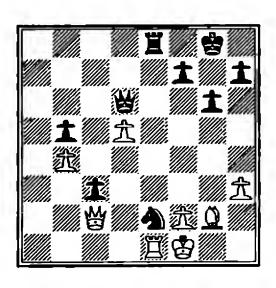
181) This problem is from the game Hassapis – Watson, Harry Baines Memorial British Chess Championships 1990. Black is a piece up and will win eventually, but how can he force an immediate, elegant win?



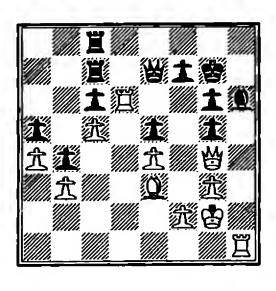
182) This position is from the game Cavendish - Marsh, Harry Baines Memorial British Chess Championships 1990. Can you spot White's immediate win?



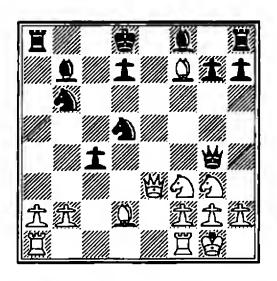
183) This position is from the game Gelfand - Aseev, USSR 1988. Black has a cunning way to win material. Canyou see it?



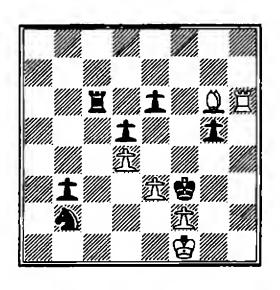
184) This position is from the game Weltmander – Polugayevsky, USSR 1958. Black seems to be in trouble as his knight is pinned and under attack. How does he turn the tables with a tactical sequence?



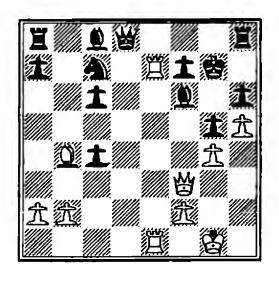
185) This position is from the game Dolmatov - Kholmov, Sochi 1988. How can White conclude his attack most efficiently.



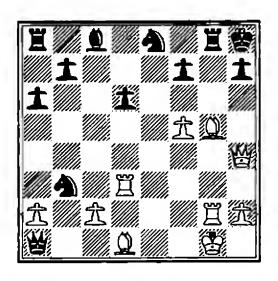
186) This position is from the game Lautier - J. Polgar, Haifa 1989. In this battle of the two prodigies, White played 1 ₩g5, overlooking a chance to win material in brilliant fashion. Can you see what he missed?



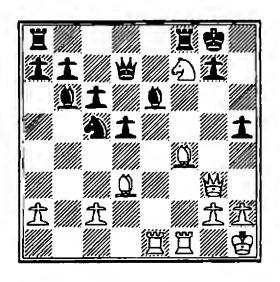
187) This position is from the game Capablanca – Vilaro, Simultaneous, Barcelona 1935. White to play and win.



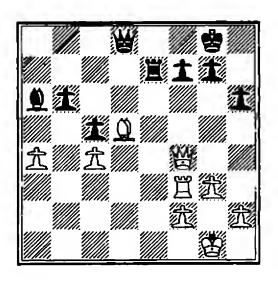
188) This position is from the game Lazard - Gibaud, Paris 1909. White to play and win.



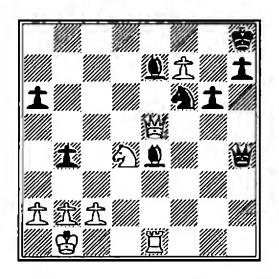
189) This position is from the game Zaitsev - Nikolaevsky, USSR 1968. How can White conclude his attack most efficiently.



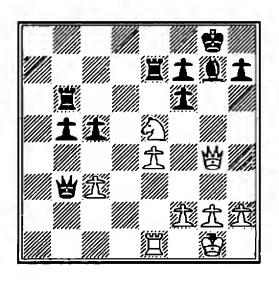
190) This position is from the game Riemann - Kruger, Leipzig 1933. White to play and win



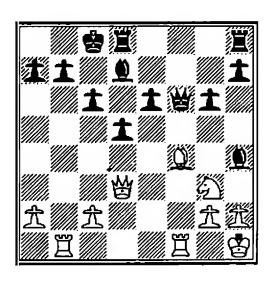
191) This problem is from the game Dzhandzhava – Chandler, Lloyds Bank Masters, London 1990. How can Black finish the game immediately?



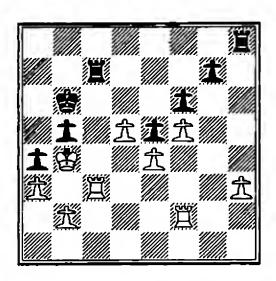
192) This position is from the game Adams - Conquest, Lloyds Bank Masters, London 1990. How did White terminate Black's resistance?



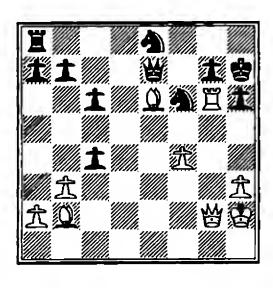
193) This position is from the game Short - Nikolic, Til-burg Interpolis International 1990. White, a rook down, looks to be in trouble here. How did he escape his difficulties by forcing a neat draw?



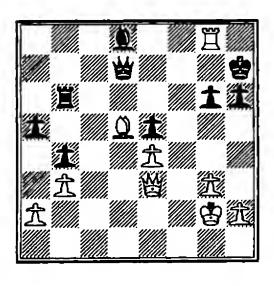
194) This position is from the game Estrin – Rudensky, USSR 1947. White to play and win.



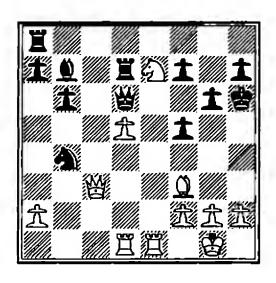
195) This position is from the game Pines - Gabis, USSR 1955. How did Black exploit the awkward placement of the white king?



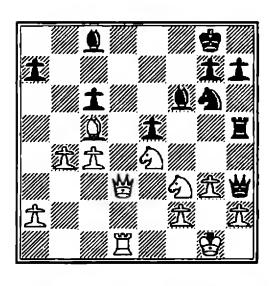
196) This position is from the game Bauer - Golner, Berlin 1936. Can you spot White's powerful winning combination?



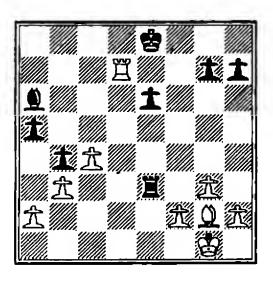
197) This problem is a possibility which was over-looked by the then World Champion Anatoly Karpov. In the game Karpov - Hubner, Montreal 1979, White missed the chance to force this position. Can you see White's knock-out blow?



198) This position is from the game Kosten - Berg, Naestved 1988. The black king has been forced into a dangerous position. Can you see how White finishes off?



199) This position is from the game Kuijf - Rogers, Groningen 1990. How did White force a decisive material gain?

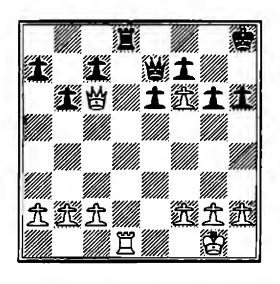


200) This position is from the game de Firmian - Lautier, Bienne 1990. Both rooks are under attack, but it is White's move. Can he do better than capturing Black's rook?

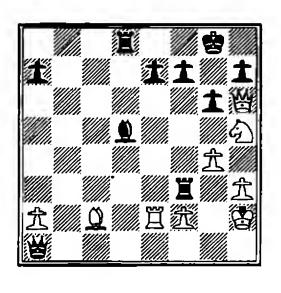
Solutions

- 181) 1 ... 0xb2+! 2 買xb2 當f1+! mating.
- 182) 1 置e7! 營xe7 2 營d3+ 登h8 (2 ... 登h6 3 營g6 mate) 3 公g6+ forcing mate.
- 184) 1 ... ②g3+! 2 fxg3 當f6+ 3 當f2 置xe1+ 4 當xel 當xf2+ 5 當xf2 c2 and the pawn promotes.
- 185) 1 置xh6! 登xh6 2 營h4+ 登g7 3 ①xg5 and, after the black queen moves, 4 ①f6+ and 5 營h8 mate follow.
- 186) 1 ₩e8+ \$\mathbb{G}\$c7 2 ₩xa8! \$\mathbb{O}\$xa8 3 h3! trapping the black queen, when White has a winning advantage.
- 187) 1 買h3+ 由g4 2由g2 買c2 3 <u>0</u>h5+ 由f5 4 買f3+ 由e4 5 <u>0</u>g6.
- 188) 1 \(\preceq\) x f 6+! \(\preceq\) x f 6 2 \(\Delta\) c 3+ mating.
- 189) 1 🖶 xh7+! 🕏 xh7 2 買h3+ 🕏 g7 3 💆 e7 mate.
- 190) 1 世xg7+! 由xg7 2 <u>0</u>e5+ 由g8 3 **分**h6 mate.
- 191) 1 ... 曾xd5! 2 exd5 置e1+ 3 曾g2 <u>0</u>f1+ and 4 ... <u>0</u>h3 mate.
- 192) 1 買xe4! 對xe4 2 對xf6+! ①xf6 3 f8(對) mate.
- 193) 1 世c8+ <u>0</u> f8 2 世g4+ 由h8 3 世c8! 由g8 (or 3 ... 由g7) 4 世g4+ with perpetual check.
- 194) 1 台a6! bxa6 2 買b8 mate.
- 195) 1... 買xh3! wins, e.g. 2 買xh3 買c4, 2 買xc7 買b3 mate, or 2 買fc2 買c4+! 3 買xc4 買b3 mate.
- 196) 1 置xh6+! gxh6 2 營g8+ 公xg8 3 <u>0</u>f5 mate. If 1 ... **⑤**xh6 then 2 營g5+ **⑥**h7 3 營h4+ **⑥**g6 4 f4 is mate.
- 197) 1 置h8+! 當xh8 2 齒xh6+ 齒h7 3 齒f8+ mating.
- 198) 1分xf5+! gxf5 2 罩e6+! fxe6 3份f6 mate.
- 199) 1 世d8+! <u>O</u>xd8 2 <u>E</u>xd8+ **E**f7 3 **O**fg5+ <u>E</u>xg5 4 **O**xg5+ and 5 **O**xh3 wins easily.

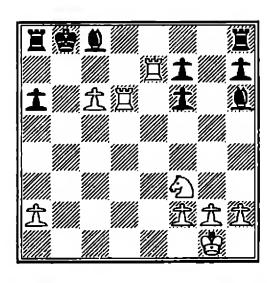
Now turn to page 110 to mark down your score.



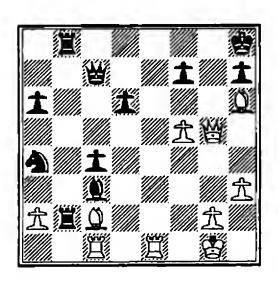
201) This position is from the game Paglilla - Carbone, Argentina 1985. In this tricky position, the black queen is attacked, but White is threatened with a back rank mate. Can you see how White resolves the problem in his favour?



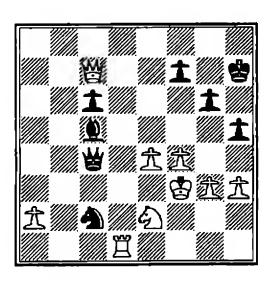
202) This position is from the game Kristev - Tringov, Skopje 1961. Black to play and win.



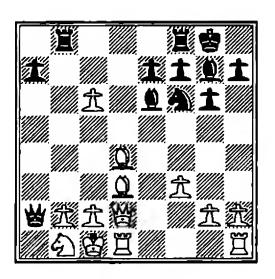
203) This position is from the game Sznapik - Bernard, Poznan 1971. Although a piece down, White has a tremendously active position. Can you see how he breaks through?



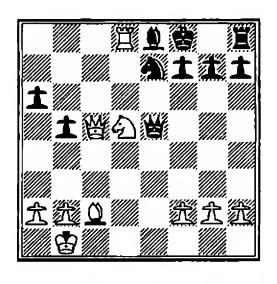
204) This position is from the game Samisch - Ahues, Hamburg 1946. White would like to play 1 f6, but this is met by 1 ... 營c5+ exchanging queens. How can he improve on this?



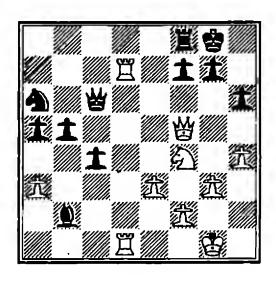
205) This problem is from the game Ivanovsky – Lyustrov, Moscow 1972. Black to play and win.



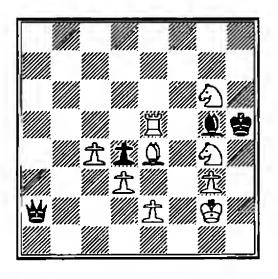
206) This position is from the game Morin - Alain, Montreal 1983. Black has tremendous pressure against the white king position. Can you see how he breaks through?



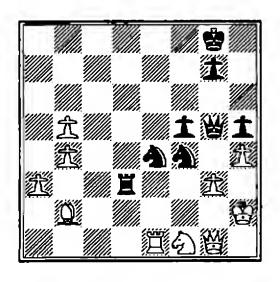
207) This position is taken from the game Gufeld - Plaskett, Foreign & Colonial Hastings Premier 1986/87. Can you see how White won quickly?



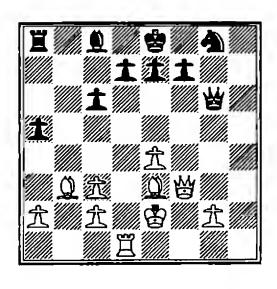
208) This position from the game Larsen - Large, Foreign & Colonial Hastings Premier 1986/87. How did Grandma-ster Bent Larsen break through Black's defences here?



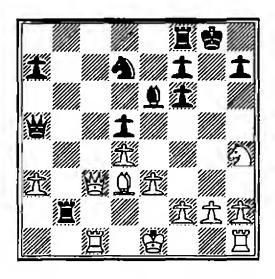
209) This position is from the game Larsen - Chandler, Foreign & Colonial Hastings Premier 1987/88. How did Grandmaster Bent Larsen force a swift mate?



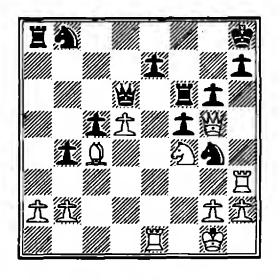
210) This position is a variation from the game Smyslov - Kosten, Foreign & Colonial Hastings Premier 1988/89. How can Black force a quick checkmate?



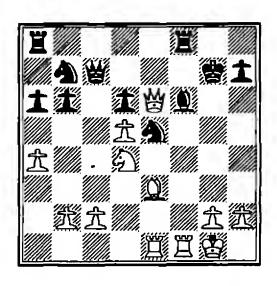
211) This position is from the game Bibby – Basman, Harry Baines Memorial British Chess Championships 1990. Although Black is lacking development, he has a chance to exploit the exposed position of the white king. Can you see it?



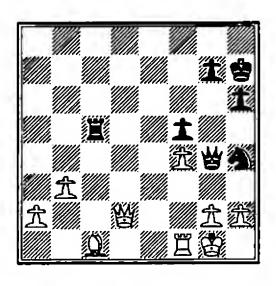
212) This position is from the game Cooper - Muir, Harry Baines Memorial British Chess Championships 1990. Black to play and win.



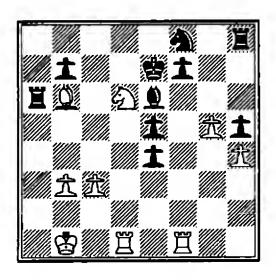
213) This position is from the game Conquest - Hodgson, Lloyds Bank Masters, London 1990. Here, White found a neat way to gain a decisive material advantage. Can you see it?



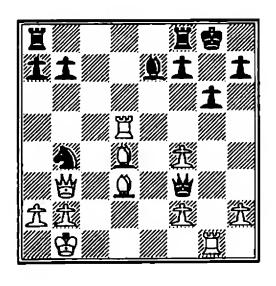
214) This position is from the game Adams - Suba, Lloyds Bank Masters, London 1990. White has sacrificed a piece for a dangerous attack. Can you see how he continued?



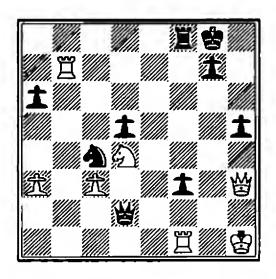
215) This position is from the game Euwe - Keres, Moscow 1948. Black to play and win.



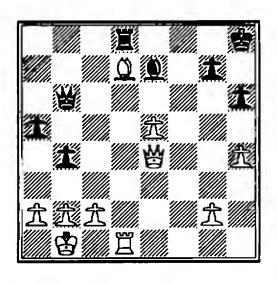
216) This position is from the game Hever - Siklaj, Hungary 1975. Despite the reduced material in this position, White has a mating combination. Can you spot it?



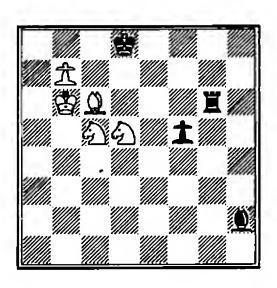
217) This position is from the game Rutherford - Chapman, Brighton 1990. Can you see White's brilliant winning coup?



218) This position is from the game Houghton – Leanse, Hampstead 1990. Black has sacrificed a rook for three pawns and a dangerous attack. How does he continue?



219) This position is from the game Plaskett - Ward, Foreign & Colonial Hastings Challengers 1989/90. Can you see how Black wins immediately?

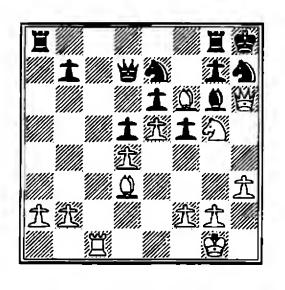


220) This position is from the game Flear - Emms, Foreign & Colonial Hastings Challengers 1989/90, How does White use the cluster of pieces he has around the black king to force a decision?

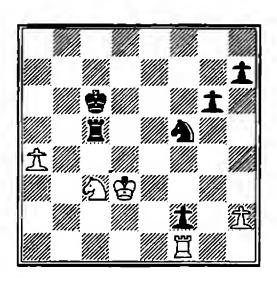
Solutions

- 201) 1 \(\mathbb{G}\)a8! wins, e.g. 1 ... \(\mathbb{Z}\)xa8 2 fxe7 and 3 \(\mathbb{Z}\)d8.
- 202) 1 ... 始h1+! 2 由xh1 置xh3++ 3 由g1 置h1 mate.
- 203) 1 買d8! 買xd8 (1 ... <u>O</u>g7 2 買b7 mate) 2 c7+ and 3 cxd8(營) with a winning material advantage.
- 204) 1 \(\mathbb{Z}\) e5! \(\overline{O}\) xe5 2 f6 forcing mate.
- 205) 1 ... \d3+! 2 \d3 \d3 \e1 mate.
- 206) 1 ... 夕e4! 2 ①xe4 (2 fxe4 is met the same way) 2 ... ₩xb2+! 3 ①xb2 ①xb2 mate.
- 207) 1 \(\mathbb{Z}\)xe8+! \(\mathbb{E}\)xe8 2 \(\mathbb{O}\)c7+ winning the black queen.
- 208) 1 🗒 x f 7! 🗒 x f 7 2 🗒 d 8 + forces mate.
- 209) 1分f4+!由xg4 2<u>0</u>f3 mate.
- 210) 1 ... ₩xh4+ 2 gxh4 \(\mathbb{Z}\)h3 mate.
- 211) Black wins material after 1 ... a4! 2 0c4 d5! threatening the bishop and 3 ... 0g4 winning the queen.
- 212) 1 ... 宣c8! 2曾xa5 置xc1 mate.
- 213) White broke through with 1 置xe7! 營xe7 2 公xg6+ 置xg6 3 營xe7 with a decisive material gain.
- 214) 1 ₩xe5! <u>O</u>xe5 (the same continuation follows after 1 ... dxe5) 2 ②e6+ and 3 ②xc7 emerging with two extra pawns.
- 215) 1 ... 買xc1! wins, e.g. 2 對xc1 對xg2 mate or 2 買xc1 分f3+ and 3 ... 分xd2.
- 216) 1 買xf7+ <u>0</u>xf7 2 幻f5+ 曼e6 (2 ... 曼e8 3 買d8 mate) 3 幻g7+ 曼e7 4 <u>0</u>d8 mate.
- 217) 1 ①xg6 營xb3 (otherwise Black loses the queen, e.g. 1 ... 營xd5 2 ①e4+) 2 ①xh7++! ②xh7 3 質h5 mate.
- 218) 1... \delta g2+! 2\delta xg2 fxg2+ 3\delta xg2\delta e3+ regaining the rook with an easy win.
- 219) 1 ... \(\mathbb{Z}\)xd7 \(\mathbb{M}\)g1+.
- 220) 1 b8(₩)+! <u>O</u>xb8 2 Øb7+ **©**c8 3 Øe7 mate.

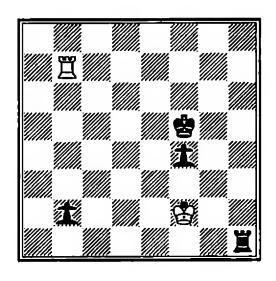
Now turn to page 111 to mark down your score.



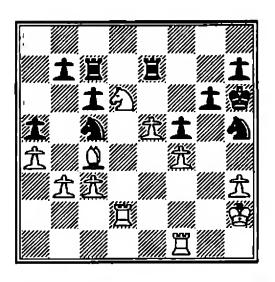
221) This problem is from the game Hanov - Ball, USSR 1951. Can you see how White wins immediately?



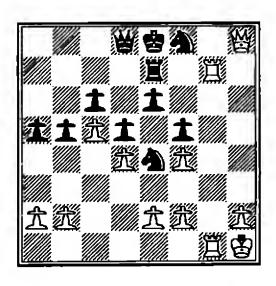
222) In this position, from the game Pirc - Byrne R, Helsinki 1952, can you see how Byrne spotted an opportunity to cash in on his dangerous pawn on f2?



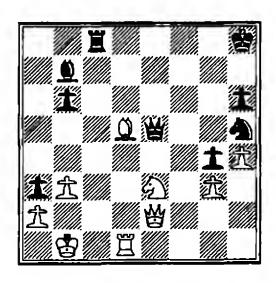
223) This position is from the game Werner - Webster, Oakham Junior International 1990. Black has just played his rook from b1 to h1. Is this a winning move?



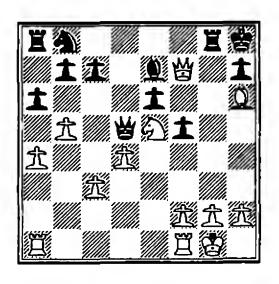
224) Arakhamia - Mortazavi, Oakham Junior International 1990. White to play and win.



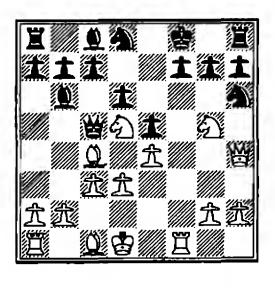
225) This position is from the game Levitt - Tisdall, Watson, Farley & Williams International 1990. White to play and win.



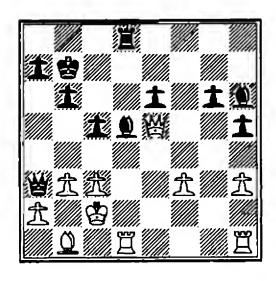
226) This position is a possible variation from a game between two English internationals, Hebden - Hodgson, Watson, Farley & Williams International 1990. How can Black exploit the draughty position of the white king?



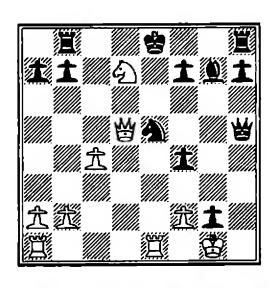
227) This problem is from the game Semjonov – Loginov, USSR 1952 Can you see how White wins immediately?



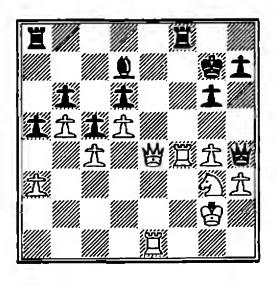
228) In this position, from the game Alekhine – Lougovski, Belgrade 1931, can you see how White wins immediately?



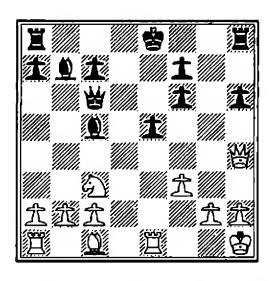
229) This position is from the game Bulan - Petrov, USSR 1962. The white king is dangerously restricted. Can you see how Black can exploit this?



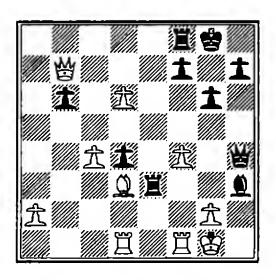
230) This problem is from the game Keene - Mestel, Esbjerg 1981. White is threatened with mate, but can you see how he forces an immediate win of material?



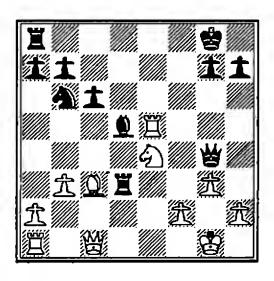
231) This position is from the game Kennedy - Davey, The Times British Schools Championship 3rd place play-off 1990. How can Black force an immediate win of material?



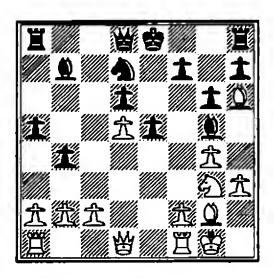
232) This position is from the game Strens - Maxwell, The Times British Schools Championship 3rd place play-off 1990. How did Black capture a vital pawn?



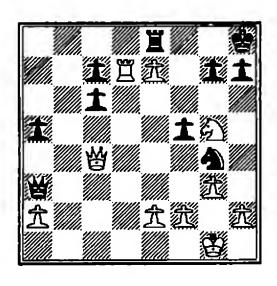
233) In this position, from the game Yusupov – Gulko, Foreign & Colonial Hastings Premier 1989/90, White was on the receiving end of a fine attack. Can you see how the White resistance can be ended here?



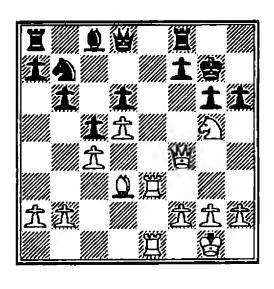
234) This position is a variation from the game Sorensen - Plaskett, Foreign & Colonial Hastings Challengers 1989/90. How can White force a quick decision?



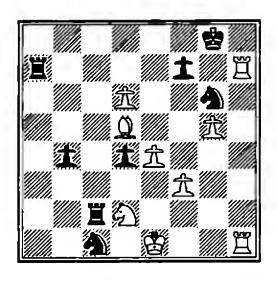
235) This position is from the game Kamsky - Gelfand, Tilburg Interpolis International 1990. How did White respond to the challenge to his bishop?



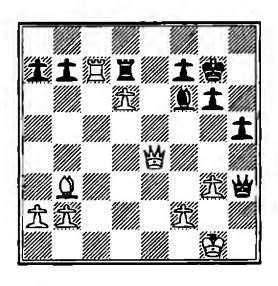
236) This position is from the game Timman - Short, Tilburg Interpolis International 1990. Here White finished off with a classic combination - a rarity in contemporary grandmaster chess. Can you spot it?



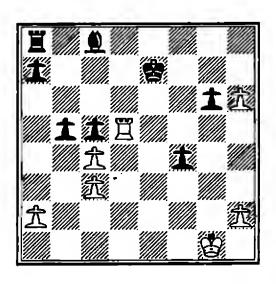
237) This position is from the game Mestel - Norwood, Harry Baines Memorial British Chess Championships 1990. How does White exploit his big lead in development?



238) This position is from the game Sadler - Lewis, Harry Baines Memorial British Chess Championships 1990. Black to play and win.



239) This problem is from the game Speelman - Korchnoi, Reykjavik 1988. How can White finish the game immediately?



240) This problem is from the game Boey - Filip, Schilde 1972. How can White make use of his passed pawn?

Solutions

- 221) 1 做xh7+! Oxh7 2 分f7 mate.
- 222) 1...買xc3+! 2臣xc3分e33買xf2幻d1+ picks off the black rook.
- 223) No. After 2 \mathbb{\mathbb{Z}}xb2! \mathbb{\mathbb{Z}}h2+ 3 \mathbb{\mathbb{E}}f3, Black cannot play 3 ... \mathbb{\mathbb{Z}}xb2 as this results in a draw by stalemate.
- 224) 1 ⟨¬xf5+! gxf5 2 \(\mathbb{Z}\)d6+ (\mathbb{D}\)g7 3 \(\mathbb{Z}\)g1+ and 4 \(\mathbb{Z}\)g8 mate.
- 225) 1 對xf8+! 對xf8 2 買g8+ 對f7 3 買xd8 and with a rook against a knight, White wins easily.
- 226) 1 ... <u>O</u>xd5! 2 買xd5 (2 **公**xd5 **尝**xe2) 2 ... **尝a**1+! 3 **尝**xa1 買c1 mate.
- 227) 1 ₩f6+! <u>0</u>xf6 2 ⟨ ∫ f7 mate.
- 228) 1夕e6+!夕xe6 (1 ... ①xe6 or 1 ...fxe6 then 2 營e7+ and 3 營e8 mate) 2 營e7+ ②g8 3 營e8+ 分f8 4 分e7 mate.
- 229) 1... Oxb3+! 2 axb3 台c1+! 3 置xc1 置d2 mate.
- 230) 1 \(\mathbb{Z}\xe5+!\)\(\Delta\xe5 2 \omega\)f6+ wins the black queen.
- 231) 1 ... Tae8 wins material White cannot guard both his rooks.
- 232) 1... \subseteq xf3 wins a pawn as 2 gxf3 \subseteq xf3 is mate.
- 233) 1 ... ①xg2! 2 營xg2 置g3 wins the queen. Alternatively 2 党xg2 置g3+ 3 党f2 營h2+ 4 党el 置e3+ forcing mate.
- 234) 1 🗒 g5! ⇔xe4 2 🗒 xg7+ 🕁 f8 3 ⇔a3+ 🕏 e8 4 🗒 e1 wins.
- 235) 1 © e4! <u>O</u>xh6 2 © xd6+ and 3 © xb7 winning a crucial pawn.
- 236) 1夕f7+由g8 2夕h6++由h8 3曲g8+ 置xg8 4夕f7 mate.
- 237) 1 \(\mathbb{Z}\)e7! hxg5 (or f7 caves in) 2 \(\mathbb{Z}\)xg5 (threatening 3 \(\mathbb{Z}\)xg6+) 2 ... \(\mathbb{Z}\)g8 3 \(\mathbb{Q}\)xg6 with a swift mate.
- 238) 1 ... 幻d3+ 2 包d1 (2 色e2 幻gf 4+ and 3 ... 置c1 mate; 2 包f1 置xd2 winning) 2 ... 置c1+ 3 色e2 幻fg4 mate.
- 239) 1 0e6! and White will emerge a rook for bishop up.
- 240) 1 \(\mathbb{\pi}\) d8! \(\mathbb{\pi}\) xd8 2 h7 and the pawn promotes.

Now turn to page 111 to mark down your score.

The reader who wishes to keep track of his or her progress should record their scores on the following pages. The scoring system is repeated below.

A correct solution in one minute or less:	5 points
A correct solution in two to five minutes:	4 points
A correct solution in six to ten minutes:	3 points
A correct solution in eleven to twenty minutes:	2 points
A correct solution in more than twenty minutes:	1 points

Totals for each chapter:

100 points	Grandmaster
90+ points	International Master
80+ points	Master
70+ points	Expert
60+ points	Strong County Player
50+ points	League Player
40+ points	Club Player
30+ points	Enthusiastic Amateur
20+ points	Social Player
less than 20 points	Read The Times every day for
-	regular practice.

Position 1	pts	Position 21	pts
Position 2	pts	Position 22	pts
Position 3	pts	Position 23	pts
Position 4	pts	Position 24	pts
Position 5	pts	Position 25	pts
Position 6	pts	Position 26	pts
Position 7	pts	Position 27	pts
Position 8	pts	Position 28	pts
Position 9	pts	Position 29	pts
Position 10	pts	Position 30	pts
Position 11	pts	Position 31	pts
Position 12	pts	Position 32	pts
Position 13	pts	Position 33	pts
Position 14	pts	Position 34	pts
Position 15	pts	Position 35	pts
Position 16	pts	Position 36	pts
Position 17	pts	Position 37	pts
Position 18	pts	Position 38	pts
Position 19	pts	Position 39	pts
Position 20	pts	Position 40	pts
Total for		Total for	
i ocai i oi		10001101	
Chapter 1	pts	Chapter 2	pts

Position 41		pts	Position 61	 pt s
Position 42		pts	Position 62	 pt s
Position 43		pts	Position 63	 pts
Position 44		pts	Position 64	 pts
Position 45		pts	Position 65	 pts
Position 46		pts	Position 66	 pts
Position 47		pts	Position 67	 pt s
Position 48		pts	Position 68	 pts
Position 49		pts	Position 69	 pts
Position 50		pts	Position 70	 pt s
Position 51		pts	Position 71	 pt s
Position 52		pts	Position 72	 pt s
Position 53		pts	Position 73	 pt s
Position 54		pts	Position 74	 pt s
Position 55		pts	Position 75	 pts
Position 56		pts	Position 76	 pts
Position 57		pts	Position 77	 pts
Position 58	,	pts	Position 78	 pts
Position 59		pts	Position 79	 pts
Position 60		pts	Position 80	 pts
Total for			Total for	
Chapter 3		pts	Chapter 4	 pts

Position 81	pts	Position 101 pts
Position 82	pts	Position 102 pts
Position 83	pts	Position 103 pts
Position 84	pts	Position 104 pts
Position 85	pts	Position 105 pts
Position 86	pts	Position 106 pts
Position 87	pts	Position 107 pts
Position 88	pts	Position 108 pts
Position 89	pts	Position 109 pts
Position 90	pts	Position 110 pts
Position 91	pts	Position 111 pts
Position 92	pts	Position 112 pts
Position 93	pts	Position 113 pts
Position 94	pts	Position 114 pts
Position 95	pts	Position 115 pts
Position 96	pts	Position 116 pts
Position 97	pts	Position 117 pts
Position 98	pts	Position 118 pts
Position 99	pts	Position 119 pts
Position 100	pts	Position 120 pts
Total for		Total for
Chapter 5	pts	Chapter 6 pts

Position 121	pts	Position 141 pt	S
Position 122	pts	Position 142 pt	S
Position 123	pts	Position 143 pt	S
Position 124	pts	Position 144 pt	S
Position 125	pts	Position 145 pt	S
Position 126	pts	Position 146 pt	S
Position 127	pts	Position 147 pt	S
Position 128	pts	Position 148 pt	S
Position 129	pts	Position 149 pt	S
Position 130	pts	Position 150 pt	S
Position 131	pts	Position 151 pt	S
Position 132	pts	Position 152 pt	S
Position 133	pts	Position 153 pt	S
Position 134	pts	Position 154 pt	S
Position 135	pts	Position 155 pt	S
Position 136	pts	Position 156 pt	S
Position 137	pts	Position 157 pt	S
Position 138	pts	Position 158 pt	S
Position 139	pts	Position 159 pt	S
Position 140	pts	Position 160 pt	S
Total for		Total for	
Chapter 7	···· pts	Chapter 8 pt	S

Position 161	 pts	Position 181	 pts
Position 162	 pts	Position 182	 pts
Position 163	 pts	Position 183	 pts
Position 164	 pts	Position 184	 pts
Position 165	 pts	Position 185	 pts
Position 166	 pts	Position 186	 pts
Position 167	 pts	Position 187	 pts
Position 168	 pts	Position 188	 pts
Position 169	 pts	Position 189	 pts
Position 170	 pts	Position 190	 pts
Position 171	 pts	Position 191	 pts
Position 172	 pts	Position 192	 pts
Position 173	 pts	Position 193	 pts
Position 174	 pts	Position 194	 pts
Position 175	 pts	Position 195	 pts
Position 176	 pts	Position 196	 pts
Position 177	 pts	Position 197	 pts
Position 178	 pts	Position 198	 pts
Position 179	 pts	Position 199	 pts
Position 180	 pts	Position 200	 pts
Total for		Total for	
Chapter 9	 pts	Chapter 10	 pts

Position 201	 pts	Position 221	pts
Position 202	 pts	Position 222	pts
Position 203	 pts	Position 223	pts
Position 204	 pts	Position 224	pts
Position 205	 pts	Position 225	pts
Position 206	 pts	Position 226	pts
Position 207	 pts	Position 227	pts
Position 208	 pts	Position 228	pts
Position 209	 pts	Position 229	pts
Position 210	 pts	Position 230	pts
Position 211	 pts	Position 231	pts
Position 212	 pts	Position 232	pts
Position 213	 pts	Position 233	pts
Position 214	 pts	Position 234	pts
Position 215	 pts	Position 235	pts
Position 216	 pts	Position 236	pts
Position 217	 pts	Position 237	pts
Position 218	 pts	Position 238	pts
Position 219	 pts	Position 239	pts
Position 220	 pts	Position 240	pts
Total for		Total for	
Chapter 11	 pts	Chapter 12	pts



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Raymond Keene is an International Grandmaster, who has played top board for England in the Chess Olympics. He is chess correspondent of *The Times* and *The Spectator* and was also presenter of Thames Television's highly popular coverage of the 1990 World Championship match.

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